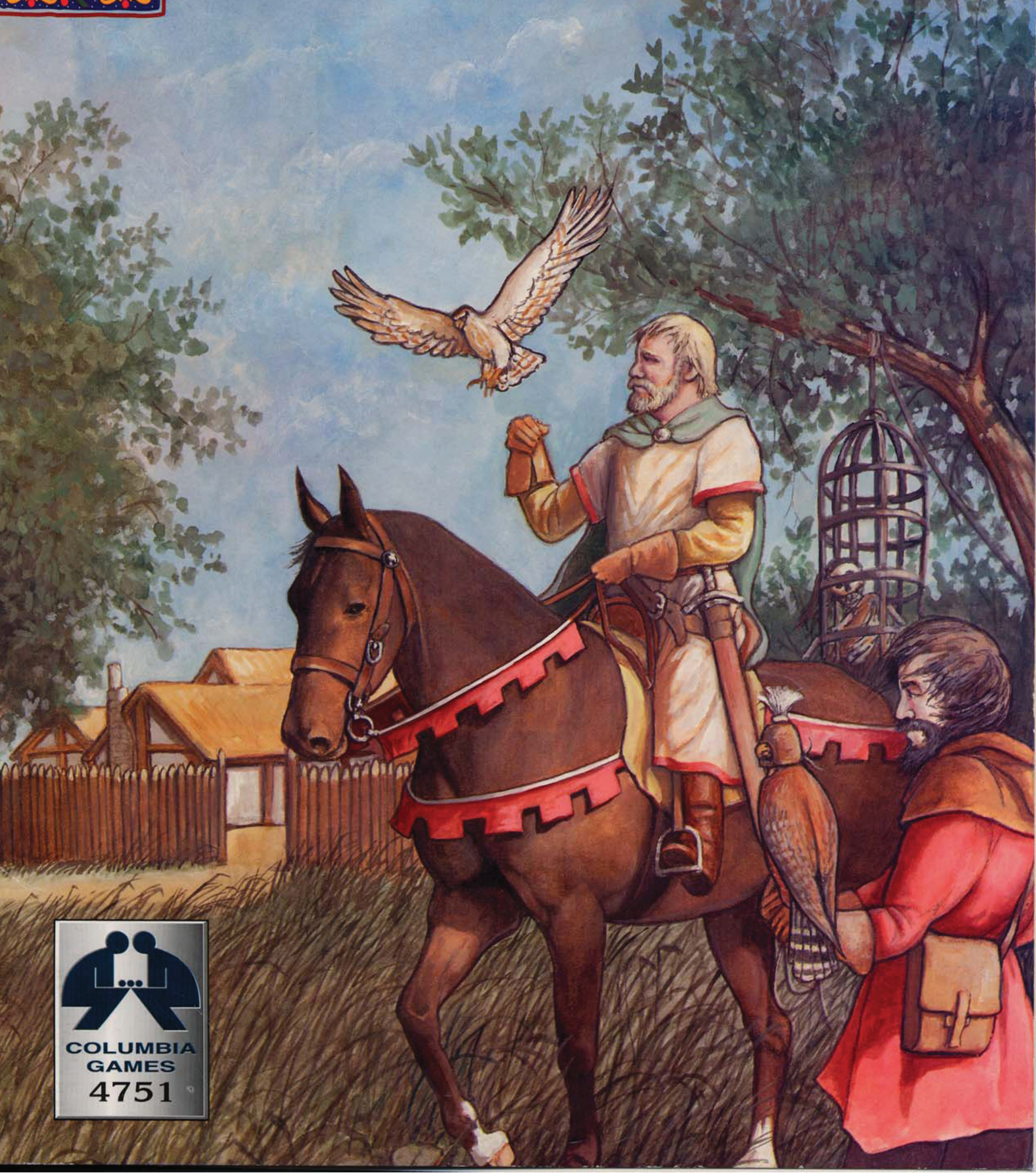
HÂRNMANOR™



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HÂRNMANOR™

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INTRODUCTION

HârnManor is a set of rules and environment for generating and running Hârnic manors. Since nine of ten Hârnic folk spend their entire lives on the manor, often the *same* manor, there are many reasons for detailing them.

1. To generate a manor and village as an adventure site. Perhaps the manor is the scene of terrible crimes that must be solved, or the locale of a concealed artifact required to complete a mission, or a safe haven where players can rest and recover from wounds.
2. To detail the birthplace and family of a character. Characters may be low-born peasants, but detailed settings help players to get more in touch with their world. Families in distress are always a ripe source of adventure plots.
3. To generate the lands held by a patron who has employed the players as Men-at-Arms, Foresters, Priests, and so on. This is an excellent way to get low-born players involved in the lofty ambitions and often deadly intrigues of the nobility.
4. Players whose characters are born noble, or have earned their place in the nobility, will certainly want to know their resources. Some will be happy to entrust the details of their fief to a bailiff; some will demand the option to improve their good fortune by astute management.

About Realism

Realism in a game system helps players attain the "suspension of disbelief" that is so essential to memorable role-playing. On the other hand, some sections of this article may be more than you want in a game. The rules are designed to let you take only what you need.

If all you want is a ready-made manor, choose one from the four that are included and modify to suit your needs. You can also generate a custom manor and ignore fief budgeting. If players want to make economic decisions to improve their fief, details on crops and livestock are given.

Optional rules are preceded by a check ☐ box. Read and review the rule, and then check the box if you plan to use it. This will help you to maintain consistency, and will be helpful to players referring to these rules.

Hârnic animal and crop yields are much less than those of modern Terra. For example, modern dairy cows yield ten gallons of milk per day, but in the 12th century they gave only one gallon. However, Hârn is not an exact model of medieval Terra. Several factors, including magic and a polytheon of gods, affect the overall quality and yields of Hârnic agriculture.

CONTENTS

- **Manor Life** provides a general overview of Hârnic manors.
- **Village Generation** gives realistic Hârnic villages, populated with a variety of serfs, freeholders, and craftsmen. The village is an excellent source of role-playing material since they are often much abused by brigands, gargun, and other predators. Villages may also be a fine place to recover from injuries, or to hide from enemies.
- **Household** rules to populate the lord's manorhouse. For most rural lords the whole point of agriculture is to enhance noble culture. A rich fief means a rich household and prestige. Not everyone can be a lord, but players can easily be members of a lord's household.
- **Manor Budget** rules for operating medieval manors. There is a basic routine for those who simply wish to generate a manor and leave it unmodified from year to year. This is followed by a *Manor Budget* section that allows you to operate a manor, seeking to maximize revenues and the good life. Finally, there are a series of optional rules that allow decisions to be made about what crops to grow, which livestock to raise, how much woods to clear, and so on.
- **Avonel** is a microcosm of the deadly politics of Rethem. The fief is a ward of the Earl of Ithiko and a pawn in the struggle between the crown and the Earl of Tormau. The underage Lord of Avonel simmers while a rapacious guardian steals much of the fief's wealth. Religious strife looms between two competing Agrikan and Peonian clerics.
- **Clord** is a manor on an island near Thay, recently granted to the Church of Peoni as an abbey and hospice. Most patients are lepers. The local serfs who work the fields and support the church fear the arrival of these unfortunates into their world.
- **Roganter** is a secular manor in Kaldor, held by a knight from the Archbishop of Larani. The nearby woods and hills echo to the sounds of miners and outlaws.
- **Turenborg** is a Jarin village conquered by the Ivinian Clan Turen. It lies ten leagues northwest of Geldeheim. Turenborg was briefly liberated by the Jarin in their revolt of 701 and the Turens have never forgotten the trauma of those days.

MANOR DATA FORMS

HârnManor uses two forms, printed back to back, to keep track of information.

- *Village Census Form (VCF)* handles key details for each tenant on the manor and is, essentially, a village census.
- *Manor Budget Form (MBF)* records details on manor size, land use, the lord's household, and fief budget.

The forms have been designed to make the task of manor economics as simple as possible. Think of them as a character profile for the manor.

Dice Conventions

HârnManor refers to dice by the letter "d" followed by the type of dice.

d100 = Percentile dice

d6 = Standard six-sided dice

d3 = A d6, but read 1 and 2 as 1, 3 and 4 as 2, and 5 and 6 as 3.

d2 = A d6, but read 1, 2 and 3 as 1, and 4, 5 and 6 as 2.

Rounding Conventions

When rounding numbers:

- Round acres to the nearest whole acre.
- Round cash and kind to the nearest penny.
- Round fractions to the nearest whole number.

HârnMaster Terms

HârnManor uses some terms from *HârnMaster* that may not be familiar:

ML is Mastery Level, also known as skill level. This is recorded in percentiles. Every household on the manor has a primary skill ML.

EML is *Effective Mastery Level*, or the character's ML after it has been modified by whatever variable conditions might apply.

CS, MS, MF, & **CF** are Critical Success, Marginal Success, Marginal Failure, and Critical Failure, respectively. When rolling percentile dice, all numbers ending in 0 or 5 are critical results.

MANOR LIFE

The power of the nobility is ultimately vested in its control of land. Most Hârnians live in the countryside where they work to feed themselves and their livestock, and to prosper by selling surplus food to townsfolk. Survival for everyone depends on growing food, and feudal lords control most productive land under the manorial system. A typical manor has a manorhouse, an adjacent village of 10-30 peasant households, and supporting craftsmen.

THE MANORHOUSE

The lord, his family and retainers live in the manorhouse, a stone or timber stronghold, surrounded by an outer wall. The manorhouse complex is usually situated on a natural or artificial hill at one end of the village, but can be anywhere within the manor.

The heart of the manorhouse is the great hall where the lord's household eat meals and socialize. Here, too, the lord holds his manorial court, settling disputes among tenants, ruling on matters of law and custom, and receiving due homage. A fireplace is near the center of the hall, beneath a smoke hole in the high roof. Wood or peat fires provide light and warmth, and are used for cooking if there is no separate kitchen. Additional light may be provided by high, narrow (defensible) windows and, in the evening, by rushlights, torches, or lanterns. Large trestle tables are erected for meals and removed as necessary. Most residents sit on stools or long benches, but the lord will have chairs for himself, immediate family, and noble retainers. The floors may be hardwood or stone, covered with rush mats or carpets.

Bedrooms and dormitories are separated from the great hall by partitions, curtains, or walls. Quality of accommodation depends on the manor's wealth. The lord and lady might share an elegant four-poster. Very young children sleep in cradles near the bed of their nursemaid, perhaps their mother. Older children, retainers, and most guests are given space in dormitories, or a folding cot in the great hall. Important guests may borrow the lord's bed. Poorer residents can hope for pallets filled with straw.

The manor courtyard has an outer wall, sometimes built of stone or more likely a wood palisade, surrounded by a moat, ditch, or earthworks. Most manors are reasonably self-sufficient and have a miller, woodcrafter, metalsmith, and other craftsmen. Some craftsmen are bonded to the lord's household and operate workshops within the manor wall. Other craftsmen are freemasters and operate in the village outside the manorhouse complex.

Hârnic Manors

The manor is the basic economic unit of rural Hârn. A typical keep or castle has 10-30 manors within a five-league radius. The manor ranges from 600 to 3,600 acres in size. Manors are held by a knight who owes fealty and military service to a baron or earl, or are held directly by a great noble and managed by loyal retainers known as bailiffs. Some manors are held by religious orders. A few manors around chartered freetowns are held by wealthy simplefolk. Manor is the nearest English translation of the Hârnic word *Nealu*.

Knight's Fee

A knight's fee is the amount of land considered sufficient to support a fully equipped cavalryman and his family. Traditionally, this is ten (10) hides, or twelve hundred (1200) acres, but the rising cost of chivalric weapons, mail armour, and trained warhorses require knights to manage their fief with care. Some knights hold larger manors for the same military obligation, some hold smaller manors. In other cases a large manor is held as a *double* or *triple* Knight's Fee.

Rushlights & Lamps

Rushlights are made of rushes soaked in tallow. They are cheap, reliable, reasonably bright, and are the most common source of indoor light. Other sources of illumination include oil lamps and, in wealthier households, candles.

MANOR LANDS

Manor lands are composed of three primary types: woodland, cropland, and pasture. The latter two, the cleared land, is arranged as two, equal, open fields, one of which is left fallow each year. The open fields are subdivided into furlongs (furrow-longs), these being rectangles of about ten acres each. The *furlongs* are separated by a balk of turf, or a hedge, and have names like "Hopalong" or "Rockylong" for identity. Furlongs follow the lay of the land, often lying at odd angles to each other, and wedges of land where they meet, called gores, are cultivated with the hoe. Headlands for turning the plow exist at the ends of furlongs.

Cropland & Crops

Furlongs are sub-divided into selions, long, narrow, strips, traditionally two hundred and twenty paces by eleven paces, about half an acre. The selions are assigned to specific tenants so that a serf holding one selion out of twenty in "Riverlong" receives one twentieth of the harvest from that furlong. A villein with sixty selions would have thirty under cultivation in a dozen or more different furlongs, and thirty in the fallow land.

It is customary to plant a furlong with the same crop. Scattering a tenant's selions among furlongs ensures a variety of crops and gives insurance against failure of a specific crop. Freeholders, on the other hand, generally hold their land in contiguous parcels on the edges of the manor.

The principal crops are wheat, barley, rye, oats, hay, vegetables, flax, and fruit. How much of each crop is planted is determined by generations of local experience. Some areas favor lower risk, lower value crops. It is common to plant some acres with winter crops.

Meadows

Meadows are arable land, often the best in the manor, devoted to hay for fodder. Without meadows, the lord and his tenants would have great difficulty feeding livestock over the winter. Like the arable fields, meadows may be divided into furlongs and selions, and held by lord and tenants, or they may be held as a communal resource, with the lord taking a share of the fodder, and the tenants dividing the rest. Depending on the amount of livestock, hay can account for one third of the manor's crops.

Pasture & Livestock

The land used to graze livestock might be permanent pasture, especially in hilly parts of a fief, but most pasture is the fallow land. The grazing animals help to keep the weeds down, and also fertilize the fallow land with their manure. Most animals are raised for their contribution to self-sufficiency, providing work, milk, and wool. Only pigs are raised primarily for meat, justified because they are prolific breeders, and thrive on human scraps, dairy waste, and woodland forage – their natural habitat.

Woodlands

Woodlands make up ten to twenty percent of a typical manor, but in lightly populated districts, a much higher proportion can be wooded. These lands include streams, ponds, swamp, and heath, all of which produce useful products such as fish, herbs, reeds, wild fowl, and bird eggs. Woodlands are carefully managed by a *woodward* to provide timber, firewood, nuts, berries, and game for the lord's table.

The Demesne

The demesne is land which the lord does not farm out to any tenant. Most lords retain a demesne. The amount depends on the availability of labor, the inclination of the lord, tenant contracts, and other local factors. There are manors with no demesne, where the lord collects rent from everyone, and there are some which are entirely demesne, where the tenants are all slaves, or serfs who hold no land other than their cottage and garden.

Demesne arable may be divided into selions and scattered throughout the open fields, like that of the tenants, or can be retained as a single parcel near the manorhouse. However it is organized, the unfree peasants work the demesne as part of their labor obligations.

The Village

The village is often nothing more than a haphazard collection of homes and outbuildings along a badly rutted dirt road. Even the richer peasants tend not to show off their wealth to the rootless, lawless, even dangerous folk who wander the high roads of Hârn. A chapel, if present, might look like any other home.

Winter Crops

Winter crops, most often rye, are planted in the autumn. The crop sprouts, grows an inch or two, and then goes dormant when frosts and snow come. Next spring, the rye grows faster than a spring crop and can be harvested sooner. The practice spreads out the risk of crop failure, the workload of harvest, and the burden of plowing since winter crop furlongs are plowed in autumn instead of the next spring.

Livestock Contributions

Oxen: work, meat, leather, tallow, vellum.

Cows: dairy products, leather, tallow.

Sheep: dairy products, wool, meat, parchment, tallow.

Goats: dairy products, goathair, tallow

Swine: Meat, skins. tallow.

Fowl: Eggs, meat, feathers.

For more information, see *Manor 30.*

MANOR TENANTS

Manorial tenants fall into two broad classes: free (25%) and unfree (75%). These percentages can vary from region to region, and from manor to manor.

Freeholders

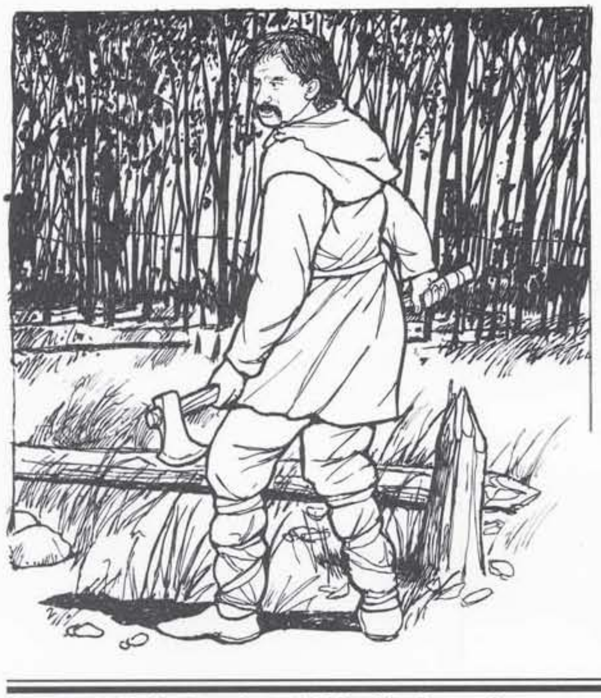
Freeholders include craftsmen, yeomen, and simple farmers. They hold their land in exchange for military service (Yeomen) or rent (Farmers). It is important to understand that freeholders are renters, not owners. They do not possess any rights to land tenure beyond their agreement with the lord, usually verbal, to farm (lease) an area of land for an agreed period, typically seven years. Although not bound to the land in the sense of a serf, freeholders must honor their farm contract or face prosecution. When a farm expires, the lease can be renewed if both parties agree. Freeholders can be evicted and chattels seized for non-payment of rent.

Freehold land is rarely mixed with unfree land. To mix them complicates plowing and reaping because a Reeve has no authority over freeholders. Nor do most freeholders desire to have their legal status confused by working on unfree land. Freeholders typically have separate acreage near the manor boundary, and may live in cottages outside the village.

Serfs (Unfree)

There are three broad classes of unfree tenant: villeins, half-villeins, and cottars. Villeins hold 20-30 acres and are the aristocrats of unfree peasantry; they are often better off than most freeholders. Half-Villeins hold 10-20 acres, which is the bare minimum for survival. Cottars usually have 1-5 acres, but sometimes just their cottage and garden. Cottars with an average household size of five cannot grow enough food to survive, but their labor obligations are light. They help support themselves by working as fishermen or trappers when possible, or as laborers for the lord or for richer villeins.

An unfree tenant has few possessions of his own. His cottage and land belong to the lord, and he uses them in exchange for a combination of labor and rent. Unfree tenants typically owe the lord four days of labor for each acre they hold and also owe payments in kind for their cottage and various fees. The head of the household owes the labor personally. Some lords let their tenants send someone else to do the work, such as a son, but the tenant remains responsible for the quality of work done. Fines are levied for careless or inferior work.



The Rural Priest

Hârnic villages tend to have a chapel dedicated to Peoni, the most popular deity among the peasant population. Unless the village is very large or wealthy, there will be acreage attached to the chapel to help support the local priest. For details, see *Manor 14.*

Craftsmen

Some industry is necessary to village life and many craftsmen practice their occupations in manorial villages. Manorial lords benefit from selling licenses that allow guildsmen to operate on the manor, and they collect rents since most rural craftsmen hold some freehold acres.

Millers, metalsmiths and woodcrafters are the most common guilded occupations, then hideworkers, salters, charcoalers, and timberwrights. For details on craftsmen, their license fees, and acres, see *Manor 11.*

Tenant Officers

The day-to-day administration of the croplands, pastures, and woodlands is handled by tenant officers who are appointed by the lord, or chosen by their peers. The chief tenant officer is the Reeve and, depending on the size of the manor, he will have a Herder, Woodward, and Beadle as assistants. For fuller information on the duties and responsibilities of these officers, see: *Manor 13.*

Manor Slaves

Slavery exists in Rethem, Tharda, and Orbaal. Although agricultural bondage is uncommon, slaves may work the lord's demesne, or work within the manorhouse as servants, cooks, and scribes. In some cases the slaves are trained warriors, trusted by their owner as bodyguards. Slaves have no legal rights, but are valuable assets and rarely ill-treated. They never hold land in the legal sense, but a married slave couple with children (slave offspring are automatically slaves) are usually rewarded with a modest cottage and a small vegetable garden.

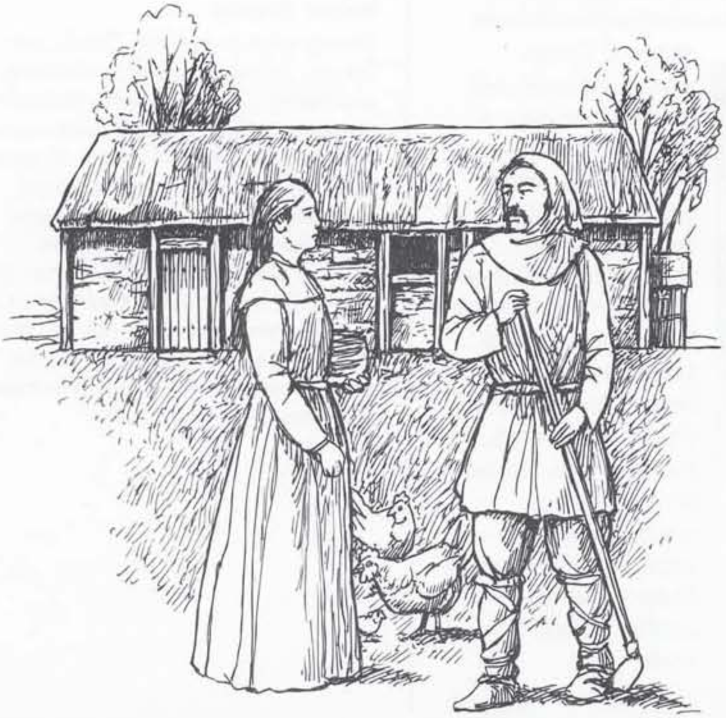
PEASANT LIFE

A typical peasant cottage is wood-framed, wattle and daub construction, with a thatched roof. In timber-poor districts, the cottage may be constructed of stone or turf. A typical unfree peasant has a "three-bay cottage", meaning three interconnected chambers each ten to twenty foot square. The building is renewed from time to time by adding a new bay and removing an old one. Typically, one cottage bay will be a barn for livestock and tool storage, one a kitchen (and living room), and one a bedroom. Sleeping chambers might be partitioned for privacy, depending on the size and wealth of the family. The cottage is the property of the lord, but the tenant is responsible for upkeep. A tenant can be fined for failing to maintain the dwelling in good condition.

Earth pit cellars, three to ten feet deep covered by wooden floors, are common. The pits are often filled with waste vegetation which decomposes over the winter, providing heat for the household and compost for the garden. Alternately, the cellars may be used for cool storage. A cottage may have separate cellars under each bay. The floors may be wooden, or packed earth where there is no cellar.

An enclosed garden plot, no more than an acre, and usually less, adjoins the cottage. This is land for the exclusive use of the tenant, and is usually devoted to vegetables, perhaps a fruit tree or two. Here the family grows produce and raises livestock for its own use, and for market.

Most peasant households have some livestock: a few sheep or goats, some poultry, a pig or two, perhaps a cow and ox. While livestock is individual property, they are often herded communally. Ordinarily, livestock live in the home, providing warmth and an assortment of familiar noises and odors.



Weavers & Spinsters

In addition to their agricultural and housekeeping duties, women of the family often spend a great deal of time spinning and weaving, both for the family, and for the guild of clothiers.

Packed Earth Floors

Packed earth is not as bad as it sounds. Village women practice floor-packing. Every few months, a team of floor-packers beats the floor with special poles until it is remarkably smooth, even shiny. Earth is warmer than stone and cheaper than wood.

Furnishings & Appointments

Furnishings depend on wealth. Most cottages contain storage chests for important possessions, shelves, stools, benches or chairs, tables, and the like. Some would have spinning wheels and looms, and a few might have real beds. Poorer peasants sleep on pallets with straw-filled mattresses. Most of the furniture is placed against the walls.

Clothing

Peasant garb is mostly home-made. It consists of a tunic, leg-wrappings (hose or trousers for richer peasants), and canvas or leather shoes or boots. Items are made from durable, local cloth or hides, and brightly colored by a local dyer, usually a peasant woman who specializes in the task. Peasants prefer bright colors: reds, greens, and blues are cheap dyes.

Food and Cooking

In the middle of the kitchen bay, or next to a wall, a stone hearth provides heat and cooking facilities. Over or near the fire, there is a hanging or footed pot where pottage simmers. Smoke escapes by way of a roof or wall vent or chimney. Food is cooked by toasting on skewers, boiling, grilling, frying, baking, or roasted on a spit.

Pottage is the base of most meals, eaten with bread and ale. A cauldron of pottage may be kept going for many days. Almost anything goes in, including barley, peas, beans, a little meat, cabbage, lettuce, parsley, spinach, leeks, onions, garlic, and even fruit like apples, pears, and cherries. The whole magnificent mix might be seasoned with whatever herbs can be found in the garden, near hedges, or in the woods.

Bread is a staple in all households. Peasants bake bread at home in a skillet or in clay or brick ovens. Some peasants have handmills to grind flour, but this is a violation of the Millers' Guild monopoly and the lord will have no choice but to fine tenants who abuse this practice. Wheat is valuable, so peasant bread is usually made of *maslin,* a mixture of wheat and rye, or barley and rye.

In season, fruits, nuts and vegetables form an important part of the diet. Wild and domestic fruits are collected, including: apples, peaches, pears, plums, blackberries, bilberries, cherries, currents, elderberries, gooseberries, raspberries, and strawberries. Almonds, hazelnuts, beechnuts, chestnuts, and walnuts are collected from the woods, and grown in gardens. Beehives are common, and honey is the principal sweetener.

Small quantities of meat are typically added to the pottage, most often pork, mutton, and (poached) small game. Chickens, ducks, and geese are kept more for their eggs than meat, but it is traditional to roast a bird for annual festivals.

Dairy products are very important to the diet. Sheep and goats are the most common sources of milk. Raw milk is preserved by making a great variety of cheeses, butters, and yogurts.

Water is a beverage only for livestock and the poor. Ale is produced at home from water, barley and honey, and might be flavored with wild hops. Cider and mead are also produced at home. Ale is brewed three times. The first batch is "heady ale", the second is "pauper's brew", and the last is almost free of alcohol and called "small beer". Small beer is not tasty, but it is healthier than water and is consumed by children and the infirm.

Most home brewing is done by village women called *alewives.* The village has a party (called a *tavern*) when one alewife completes a batch of beverage. The lack of preservatives encourages villagers to consume the product as soon as it is ready.

Games & Leisure

Peasants work hard, but they still have some free time, especially during long winter evenings. Children's games include varieties of hopscotch, tag, hiding games, skipping, ball-games, and a large assortment of word and guessing games. Singing and dancing is popular with all ages. Adults amuse themselves with dice and board games. Most folk enjoy story-telling, riddling, and general discourse over a pint of ale.

Millers' Guild Monopoly

Grinding flour is a monopoly of the guild of Millers and Millwrights. Most grain is ground at the local mill. Those responsible for enforcing the guild monopoly tend to overlook handmill violations by poor families, but the "ban" is otherwise enforced. Most millers also have large ovens for baking bread, and a press to squeeze oil from seeds or nuts, but these are services offered, not monopolies.

Maslin Bread Recipe

2 packages dry yeast
3 cups water
4 cups Wheat flour
4 cups Rye flour
2 tablespoons salt

(You may substitute milk for water, add an egg if you like, or some caraway seed, raisins, or honey, or whatever else seems tasty).

Mix yeast with warm water and a generous pinch of wheat flour, let stand for 30 minutes, or until foamy.

Mix in the rest of the water and flours until it makes a sticky dough. Knead vigorously for 10 minutes, or until elastic. Let rise for one to two hours, until doubled in bulk.

Punch down, knead some more, and form into a long, thin loaf.

Let rise again, then bake in a hot oven for 45 minutes.

Country Ale Recipe

10 pounds barley malt extract
5 gallons water
some flowers
some yeast
1 cup honey (optional)

Boil the malt with the water. Add a cup of honey for sweetness if desired. This makes the wort. Pour hot wort into a clean keg, over the flowers.

Cover the keg with a clean cloth until it cools. When it is lukewarm, add the yeast.

Cover the keg again. It will froth and bubble by tomorrow night. Let it go. When it calms down, maybe after a week, pour the beer through a boiled white cloth into a second clean keg. Cover and bung. Move gently to storage (away from the fire but where it won't freeze). The ale can be served now, but if stored for a month or two it may be much better (or it may spoil).

HALLMOOTS

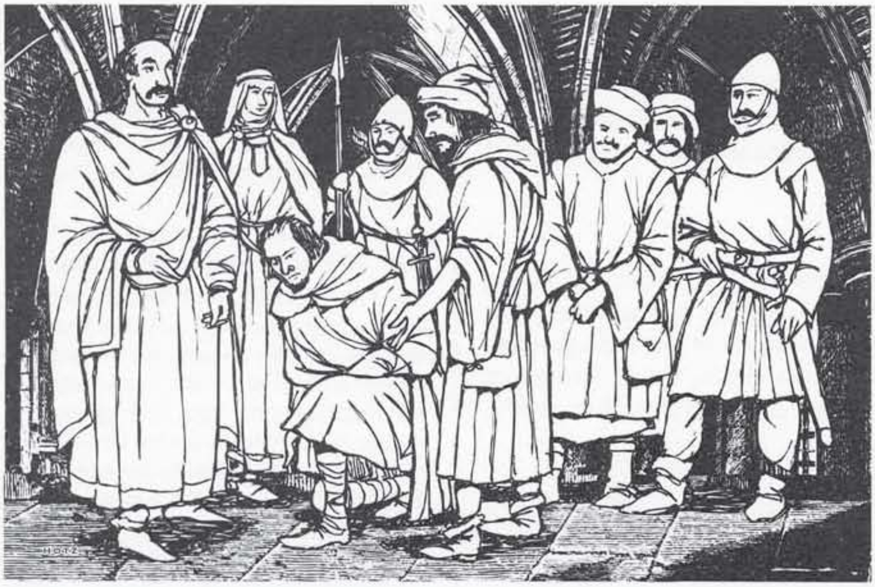
Hallmoot is the name for the lord's manorial court. All tenants are subject to justice dispensed by the lord. The lord holds court once a month. There are a number of fines that may be charged for violations of local custom, and these fines, or amercements, form a significant part of the lord's income. The lord has the ultimate power to pass and execute on a sentence of death.

When the lord holds court he may bid any of his tenants to attend and they are required to comply. Tenant officers must be present (unless excused) and there may be an assortment of petitioners, plaintiffs, and defendants. The lord sits on his high chair in his hall, flanked by his wife, other family members, and perhaps some household retainers - a collective that seems to temper overly hasty and harsh punishments. Village elders often stand or sit to one side for consultation.

Most cases are brought by the reeve, who explains what he knows, calls witnesses, and may offer recommendations. The lord listens to the evidence (testimony) from witnesses, the plaintiff, and defendant. He may ask the reeve or elders for advice on custom (the law) and then makes a ruling.

Except when freeholders are involved, the lord's verdict is final. Freeholders have the right of appeal to a hundred or shire court where a royal justice system exists. That right is not commonly exercised. Appealing a decision to a royal court is unlikely to please the lord, and is time-consuming for everyone. Only harsh or very unfair judgements are likely to be appealed.

For information on manor crimes and punishments, see *Manor 37.*



Unfree Legal Status

The relationship between lord and unfree tenant is a customary contract that may have been established over generations. It is usually the case that a tenant who holds land in the same furlong as another serf is by association unfree, but unfree status is more properly defined by the rights and obligations established between a tenant and lord. Many legal disputes arise over the free or unfree status of tenants.

An unfree tenant represents a source of labor which is usually in short supply. An unfree person wishing to leave home legally must obtain permission from his lord and pay compensation. If the tenant cannot afford this, the only options are to run away, or in some way to win the favor of the lord and be granted freedom.

Runaways are pursued. An unfree tenant is a valuable asset and lords do not take such losses lightly - it sets a bad example. Lords dispatch riders along main roads, send word to nearby manors, and post watches where the runaway could find sanctuary. Most runaways head for the nearest mine or town and are caught before they arrive.

Captive runaways must pay a fine (6d-12d for a first offense) and make up any work missed. Repeat offenders can expect larger fines and harsher punishments, such as a flogging. In extreme cases the offender can be mutilated with the loss of an eye, ear, or tongue, or even put to death.

VILLAGES

A manor without tenants is a ruin. The tenants do the work that makes a manor thrive or fail. While the day-to-day life of the tenants might seem unimportant, the lord's welfare depends on their security and prosperity.

Villages are filled with people, some interesting, some mundane, some deadly, some with a keen interest in outsiders, most suspicious of all strangers. A *Village Census Form* (VCF) is used to populate your manor.

VILLAGE CENSUS FORM (VCF)

The Village Census Form (VCF) records data on tenant households. Each line on the VCF records the identity, occupation, skill, and land contract of one village household. Step by step procedures for filling in the VCF follow.

TENANT HOUSEHOLDS

The number of tenant households for most manors are given in the various Hârnic kingdom articles. Otherwise:

Tenant Households = Cleared Acres ÷ 40 x LQ

For each tenant household, roll 1d100 on the *Tenant Class* table (sidebar) and record occupation as "Craftsman", "Villein", etc. If there are more than 40 households, continue on a second VCF, or set up a satellite village with its own VCF.

TENANT SKILL (ML)

For each household determine a primary skill ML with a (3d6x5)+25 roll. Enter the ML on the VCF. The primary skill of most tenants is *Agriculture,* but for craftsmen it is their main craft skill.

HOUSEHOLD SIZE

Family size and sibling rank can be important for inheritance, poll taxes, slave labor, and a PC lord's interest in specific tenants. Roll on the table below and record the number of household members generated in the *HD SIZE* column. With a maximum roll, add 1d6-1.

Class	Size
Freeman	1d6+1
Villein	1d6+2
Half-Villein	1d6+1
Cottar	1d6
Slave	1d6+1

Additional family data such as *Sibling Rank* and *Estrangement* for specific family members can be generated as needed using *HârnMaster* (CHARACTER 4).

TENANT ACRES

Using the *Tenant Class* table (sidebar), generate the *Acres* held by each tenant and record the number under Serf or Free Acres as appropriate. Craftsmen and Farmers have *Free* acres; Villeins, Half-Villeins, and Cottars have *Serf* acres, although Villeins might *also* have Free acres (see note 2).

TENANT CLASS

1d100	Class	Acres
01–10	Craftsman	1d6x5
11–25	Farmer[1]	2d6x5
26–60	Villein[2]	1d20+20
61–80	Half-Villein	1d10+10
81–90	Cottar	1d6–1
91-00	Slave[3]	•••

[1] Some *Farmers* have much larger holdings. If the 1d100 roll that generates a Farmer is divisible by *five*, roll 2d6x10 for acres.

[2] Some *Villeins* also have freehold acres. If the roll that generates a Villein is divisible by *five*, ***also*** give 1d6x5 freehold acres. Record these free acres and the rent owed in their normal columns. The legal status of such tenants is often a subject of debate in the Manorial Court.

[3] Rethem, Tharda, and Orbaal only; record as Cottar elsewhere.

Serf Classes

In densely populated regions such as Shorkyne and Trierzon, cottars tend to outnumber villeins. Throughout Hârn, the low population density encourages larger peasant holdings and hence more villeins than cottars.

Family Size

It takes about four acres (half crops and half pasture) to support each person. Hence, the average household of five requires 20 acres. A productive garden and skilled foraging help fill the pot, but large cottar families are nearly always hungry.

TENANT OBLIGATIONS

Freehold Tenants

Freeholders work their land in exchange for ***Rent***, payable in cash, kind, military service, or a mix of these. They also owe annual ***Fees*** for pasture, fishing, woods, and other specified rights.

Farmers pay an annual *Rent* of sixty (60d) pence for their toft (cottage), plus six (6d) pence per acre. Record amount under ***Rent***. They also owe annual *Fees* for various rights equal to sixpence (6d) plus one penny (1d) per acre. Record amount under ***Fees***.

☐ *Vary rent from four (4d) pence to eight (8d) pence per acre. Rents could vary based on land quality and duration of the farm.*

Craftsmen owe the same Rent and Fees for their land as Farmers, but also pay *annual* fees for a license to operate their business on the fief. Add to ***Fees*** total. For Fee details, see MANOR 11 (sidebar).

Yeomen are farmers who pay for their land with military service to the lord. Each pays a token *Rent* of sixty (60d) pence for their cottage, plus one (1d) penny per acre. Normal *Fees* of sixpence (6d) plus one penny (1d) per acre are also paid. Record amounts under ***Rent & Fees.***

Unfree Tenants

Unfree tenants hold their land in exchange for ***labor***, and pay modest fees in cash or kind for pasture, fishing, woods, and other specified rights.

Serfs owe four (4) days ***Labor*** per acre, plus sixty (60d) pence ***Rent*** for their cottage. They also owe ***Fees*** for various rights equal to sixpence (6d) plus one penny (1d) per acre.

☐ *Vary labor from three (3) to five (5) days per acre. Variance within the same manor is uncommon and would be justified only in special cases.*

Slave Tenants

Slave adults provide 300 days Labor per year, but females are excused 60 days work per child. That is, a female slave with three children need only give 300 – 180 = 120 days labor per year. Slaves are considered to be adults at age 13 and most lords demand half-labor from slave children ages 8–12. An average slave household provides 600 days labor per year, although a more accurate number can be determined if a slave family is generated. Record total ***Labor Days***. The Kind expended to feed and support the slaves is equal to 120d per day (adults) and 80d (children). Record this number in *Notes* and add to *Labor Hired* on MBF.

Example: *slave household has one male adult, one female adult, and three children ages 3, 6, 10. This household works 300 days for the male, 120 days for the female, and 150 days for the eldest child, a total of 570 days. Cost to support this family for one year is 480d.*

The Manor Map

It is always a good idea to draw a map of the manor and village generated. From the Regional or Kingdom maps you can determine the terrain and any major roads or rivers present. The scale of those maps is so great (more than 50 manors could potentially fit in the 90,000 acres of one map hex) that you can freely change the direction from which a road or river enters and leaves the manor, as long as neighboring manors match up.

1. Draw the roads and river first. Add hills, smaller streams, and other terrain features as necessary.

2. Decide whether the manor house is near the village. It doesn't have to be - it may be situated in a more defensible location.

3. If there is a stream or river, put the mill beside it. Otherwise, the mill will need a level area for an ox-mill, or an exposed area for a windmill.

4. If there is no nearby body of drinkable water, add a village well. A steady diet of natural river or lake water is unhealthy.

5. Locate the smithy and any other craftsmen that tend to throw sparks (potter, glassworker, weaponcrafter) on the downwind end of the village, at a safe distance. Do the same for hideworkers, which smell really bad.

6. For each household, there will be a toft (cottage) and a croft (adjacent garden), which taken together are about one acre. The tofts will tend to cluster along the road(s), with the crofts behind.

7. Draw in areas for the fields. Within the limits of topography, villages tend to be located in the center of their fields and the peasants commute outwards to their work.

8. Color, key, and add type to the map as desired. We do not key the colored Player Maps so that players do not "chase the numbers", but that's your choice.

VILLAGE CRAFTSMEN

Most manors are self-sufficient. To keep things running smoothly, lords try to ensure their fief has at least a miller, a metalsmith, and a woodcrafter on which they and their tenants can rely. Larger manors usually have additional craftsmen. Wealthy lords often have bonded craftsmen attached to their household.

Rural occupations like thatcher or trapper are unguilded, but the main crafts are controlled by Hârn's powerful guilds. Manorial lords, although encumbered by guild privilege, earn considerable income from license fees paid by craftsmen. In addition, most rural craftsmen hold freehold acres for which they pay rent and they tend to be stable, law-abiding tenants.

For each Craftsman generated by Tenant Class, roll 1d100 on the Craftsman Occupation table. If the same occupation is generated again, choose the highest, unfilled occupation. That is, if Salter is already generated, choose Miller, or if that is already filled, choose Metalsmith, and so on. Record the occupation and note the business ***Fees*** owed.

Millers grind flour for tenants in exchange for a 5-15% share called a *multure*. Most millers also have ovens to bake bread, and are equipped to press oil from seeds or nuts. Although a certain amount of petty violation is tolerated, lords preserve the miller's monopoly by fining tenants caught utilizing hand mills. Some large fiefs have two or more mills because the guild demands, but does not always get, one mill franchise per 1,800 cleared acres.

Metalsmiths practice long established skills with forge and anvil to produce nails, knives, metal pots, horse and ox shoes, and many other metal artifacts. They work closely with Woodcrafters to produce plows, harrows, hoes, grainflails, barrels, and the like.

Woodcrafters make and repair barrels, chests, plows, wagons, furniture, and numerous other wooden artifacts. Their annual license includes the right to cut a specified amount of timber.

Salters are essential to rural life because they preserve foodstuffs in brine or vinegar, or by drying or smoking. They also make cheeses, but do not have a monopoly in cheesemaking.

Hideworkers are common on larger manors, although their tanneries tend to be small. Rural hideworkers function as sheep-shearers, trappers, and butchers in addition to curing hides.

Timberwrights exist in many well-wooded manors. The master timberwright pays an annual fee for the right to cut and process timber, simultaneously clearing land for the manor.

Charcoalers pay annual fees that include the right to cut a specified amount of wood. Charcoal is needed by metalsmiths, potters, glassworkers, weaponcrafters, and miners. Charcoalers also produce the tar used by shipwrights, and the ash used by glassworkers, and by perfumers in soapmaking.

Shipwrights are found on manors where fishing is important, where they are almost as common as metalsmiths. See MANOR 31 (Coastal Manors).

Innkeepers have a monopoly on the commercial brewing and retail sale of alcoholic beverages. In rural districts the monopoly is weak because few manors can support an inn, and ale does not travel well. Most rural ale is brewed by peasant women known as *alewives* who take turns brewing a batch and announcing its sale by hanging a sign outside their cottage. Innkeepers sometimes get illicit competition from these women.

CRAFTSMAN OCCUPATION

1d100	Occupation	Fees
01–25	Miller[1]	240d
26–45	Metalsmith[1]	144d
46–60	Woodcrafter[1]	120d
61–70	Salter	120d
71–75	Hideworker	144d
76–80	Timberwright	216d
81–85	Charcoaler	180d
86–90	Shipwright[2]	144d
91–95	Innkeeper	216d
96–00	GM discretion[3]	Varies

[1] The first three craftsmen exist in most manorial villages over 20 households. If not generated, consider them to exist but to be recently deceased, missing, etc.

[2] Coastal manors only.

[3] Some manors require specialized craftsmen that can either be chosen by the GM as freemasters, or attached to the lord's household as bonded masters. For example, manors held by fighting orders and legions require the services of a physician, tentmaker, weaponcrafter, and perhaps an embalmer.

Freemasters

Village freemasters, at least in theory, work for themselves. In practice, however, the lord is often a freemaster's best customer and is certainly the landlord. Independence may be a moot point under such conditions.

Ale, Beer, and Cider

Water is a beverage only for livestock and the very poor. Most Hârnic peasants consume 6–12 pints of ale, beer, or cider per *day*. Ale is brewed from water, barley malt, and honey, but is sometimes flavored with wild hops which makes it beer. Brewing consumes a large share of the barley harvest.

The brew is readily available and sells for as little as five gallons for one penny. The practice began as a safe means to drink water, but has become a palliative for a hard life. Many peasants are, in fact, borderline alcoholics, and many hallmoot cases involve alcohol induced violence or vandalism.

YEOMEN

Feudal obligations invariably require a knight to provide additional warriors as part of his military service. To satisfy their military obligation most fiefholders utilize the custom of *yeomanry*. Yeomen are Farmers who agree to give military service to the fiefholder as payment for their land. They accompany the fiefholder for his military service, and assist with policing and defense of the fief.

1. Determine the *minimum* number of Yeomen from the *Feudal Obligations* table (sidebar). An example for Avonel manor is given. A fiefholder may have additional yeomen if desired, but the extra security may strain the fief budget. Wealthy fiefholders may elect to have Men-at-Arms attached to their household in place of all/some Yeomen. *See:* MANOR 21.
2. Consult the *Yeoman Class* table and generate the military class for each Yeoman present. Military substitutions are allowed at GM discretion.
3. For each yeoman present, change occupation of any *Farmer* to *Yeoman*. Generate acres required for the Yeoman class.
4. Determine Yeoman revenues. They typically pay annual *Rent* of sixty (60d) pence for their cottage, and normal *Fees* of sixpence (6d) plus one penny (1d) per acre. They also owe military service of 60-90 days recorded in the *Notes* column but not as *Labor.*

Yeoman Scutage

Yeomen sometimes render all or part of their military service as scutage. This substitution is most common when the fiefholder provides scutage to his own liege and has less need of the yeoman's military services. Scutage is always negotiable, starting with the current military wage for each excused day of service.

FEUDAL OBLIGATIONS

Region	Obligation/Gross Acres
Kanday, Rethem, Melderyn, Kaldor	1 HH/1500 + 1LF/600
Chybisa	1 HH/1500 + 1 LF/300
Thardic Republic	1 LF/300 or 1 LH/600
Azadmere (Habe) Ivinia, Harbaal, Orbaal,	1 LF/300
Chelemby	1 LF/100
Shorkyne	1 HH + 1 LH + 1MF, + 2 LF/3000

YEOMAN CLASS

1d100	Acres	Military Class
01–50	**1d10+10**	Light Foot (LF)
51–70	**1d10+20**	Medium Foot (MF)
71–90	**1d10+40**	Longbow (LB)
91–00	**1d10+60**	Light Horse (LH)

AVONEL MANOR: Yeomen

Avonel Manor, 2130 acres, is expected to provide 1 Heavy Horse (the lord) and 1 Light Foot per 600 acres. Fractions are rendered as Scutage or rounded up as manpower. Thus, Avonel would normally be expected to provide 3 Light Foot and scutage for 330 acres, or 4 Light Foot, or equivalent substitutes.

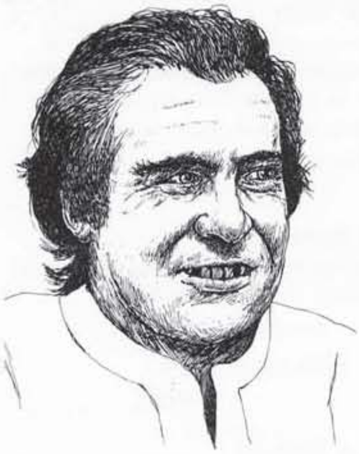
Military Substitutions

In most realms, military classes can be substituted as follows:

3 Light Foot = 2 Medium Foot
3 Light Foot = 1 Light Horse
2 Medium Foot = 1 Light Horse
2 Light Foot = 1 Shortbow
3 Light Foot = 1 Longbow
2 Medium Foot = 1 Longbow
1 Light Horse = 1 Longbow

The Feudal Levy

There has always been a theory and practice regarding numbers in a feudal levy. The theory is that a traditional knight's fee of 1200 acres will yield one heavy horse and two yeomen. The practice is that it will yield less. Some knights neglect a summons, others arrive late, while some will bring only one yeoman, or none at all. Ambitious or wealthy knights may bring a larger force than is required, but such men rarely outnumber the slackers.



TENANT OFFICES

Certain tenants hold the office of *Reeve, Herder, Woodward,* and *Beadle.* They manage specific activities, maintain order, and ensure the lord and the tenants get their honor and due from each other. Tradition reserves the offices for villeins with the most *unfree* acres, unless they decline. Village politics ensure that the offices go to villeins popular among their peers because tenants can make the life of an unpopular Reeve very miserable.

Tenant officers are unpaid. They are forgiven their *Labor* obligations, but still pay fees. Determine the villein with the most unfree acres. There is an 80% chance that tenant will take the job of Reeve. Repeat for each other office, except *Beadle,* who can be chosen by the lord. In each case, reduce *labor obligations* to zero and record the office under *Occupation.*

The Reeve effectively runs the operation of the manor. He presides at the village moot, decides what crops to plant, supervises the formation of plow teams, and makes sure that everyone does their proper share of work. On some manors, the Reeve collects rents, levies fines on tenants, sells produce for the lord, and makes purchases for the manor. Records are kept on tally sticks of the produce harvested, and the respective shares delivered to the lord, to the tenants, to market, and to storage. Reeves often enjoy special privileges such as eating at the lord's table. The office is lucrative and is most often held by the senior villein measured in terms of acres held.

The Woodward manages the fief's woodlands, ensures that no one poaches them, decides which trees to cut, and plants new trees. Lords who cherish hunting (and most do) often consider the Woodward the most important officer on the fief.

The Herder manages the fief's pasture and livestock. He is in charge of the meadow and winter feed, sees that the lord's livestock are penned and his fences mended, and manages the rotation of livestock grazing on the fallow fields.

The Beadle is the "village policeman", an office commonly held by a Yeoman as part of his feudal service, or by a trusted villein appointed by the lord. The Beadle is responsible for the granaries, and especially for the preservation of seed – a particularly stressful task in years of famine. Other duties include impounding livestock that stray into cropland, keeping the punfold, and collecting all fines levied by the manorial court. The Beadle is rarely a popular man with the other tenants.

Note: *Tenant Officers have a significant impact on a fief's revenues. See* MANOR *23 for details.*

MANOR CALENDAR

SPRING	**Nuzyael**	Plow Spring Fields Sow Early Grains
	Peonu	Sow Late Grains Peoni Festival (5th) Sow Flax
	Kelen	Harvest Hay Shear Sheep Weed & Hoe
SUMMER	**Nolus**	Weed & Hoe Fief Maintenance Harvest Rye
	Larane	Harvest Barley Harvest Oats Harvest Wheat
	Agrazhar	Harvest Orchards Harvest Flax Harvest Beans
AUTUMN	**Azura**	Thresh Grains Graze the Stubble Make Straw
	Halane	Plow Winter Fields Sow Winter Grain Slaughter Livestock
	Savor	Salt & Smoke Meats Collect Firewood Fief Maintenance
WINTER	**Ilvin**	Fief Maintenance Assart Woods
	Navek	Fief Maintenance Birthing Calves
	Morgat	Tool Repair Birthing Lambs/Kids

The calendar above is only a rough guide. Agricultural dates always depend on local climate and current weather. A harvest in Orbaal is typically 15 days later than shown, and southern Melderyn is 15 days earlier. A very wet spring can delay the local harvest by as much as 30 days. Use discretion.

The goal is for the GM to be able to say something like:

> *"Today is the 5th of Agrazhar, a Laranian holy day. The weather is warm and partly cloudy, and the reeve is rounding up the villagers to bring in the hay in the lower meadow. Last we saw our heroes..."*

MANOR CHURCHES (The Priest)

A manorial village, unless very small, is likely to contain a small temple or chapel that is home to an ordained priest. Except in Orbaal, where Sarajinian and Ilviran faiths dominate, Peonian chapels are the most common.

Because most nobles worship Agrik or Larani, manors usually contain a small shrine to one of these deities within the manorhouse. Wealthy lords may also support a cleric of their faith within their household.

The Glebe

Acreage is attached to the village church to support the cleric. This land, called the *Glebe*, varies from 10–60 acres. The glebe is worked by the priest (Peonian clerics are not above getting their hands dirty), by resident acolytes if any, and by peasants working their tithe. Some village churches have subtenants who hold portions of the Glebe in exchange for labor and/or rent, functioning like a manor within a manor.

Rent is sometimes paid to the lord for the glebe, but he more commonly collects a half share of all church revenues. Tithe paid by the tenants is a major source of church revenue. The lord's share of Glebe revenues can be substantial and is often assigned to support a younger son.

Glebe: there is a 5% chance per tenant household that a village chapel exists. That is, with 10 HDs, there is a 50% chance. Maximum chance is 95% and failure to generate at this level implies the chapel is currently inactive for some reason. Convert any tenant to "priest" and record Glebe as 2d6x5 *freehold* acres. Rent and Fees are entered as zero.

Calculate total Glebe revenues as 60d per *Glebe* acre, plus 5d per *Tenant* acre. Record revenues under *Notes* – the lord's share (50%) is recorded on the *Manor Budget Form* under Glebe Revenues.

Tenant Tithe

The average tenant has a *gross* income of about 50d per acre. Hence the average tithe is about 5d per acre. Tithe is traditionally rendered in kind, but poorer tenants are allowed to work it.

Glebe Revenues

A manor has 40 Glebe acres and 700 Tenant Acres. Glebe revenues are therefore:

40 x 60d = 2,400d
+ 700 x 5d = 3,500d
= 5,900d

The lord's share (50%) is 2,950d.

Describing Tenants

Things are more fun if you make the tenants and householders seem like individuals. One way is to generate adjectives from the table below. Roll a d6 to determine the first digit, and a d10 for the second:

10. Angry
11. Baby-faced
12. Bald
13. Bearded
14. Beautiful
15. Boring
16. Calm
17. Childish
18. Chubby
19. Confused
20. Defensive
21. Distracted
22. Downtrodden
23. Dreamy
24. Drunken
25. Excitable
26. Friendly
27. Generous
28. Gossipy
29. Grieving
30. Grizzled
31. Guilty
32. Hairy
33. Hopeful
34. Hostile
35. Hungry
36. Ignorant
37. Impatient
38. Jolly
39. Lusty
40. Malodorous
41. Merry
42. Muddle-headed
43. Obese
44. Old
45. Open-hearted
46. Paranoid
47. Paternal/Maternal
48. Plain
49. Pleasant
50. Powerful
51. Preoccupied
52. Radical
53. Self-conscious
54. Self-righteous
55. Self-sacrificing
56. Short
57. Silly
58. Skinny
59. Starving
60. Tall
61. Trusting
62, Ugly
63. Vengeful
64. Vicious
65. Wary
66. Weary
67. Whining
68. Wise
69. Wistful

MANOR GENERATION

Manor economics can be dealt with at various levels of complexity depending on the degree of authenticity required. A basic system is provided, but many optional rules are included to add detail and spice.

The system works by first generating a manor and then, if desired, filling out a Manor Budget each game year at harvest time. The following is a step by step description for generating a manor and recording the data on the *Manor Budget Form (MBF)*.

MANOR BUDGET FORM [MBF]

GENERAL DATA

Gross Acres

The total acres in the fief. This number should be taken from the appropriate *Atlas Hârnica* entry, or can be set by the GM as desired. Gross Acres only change if land is ceded or annexed.

Woods Acres

The total acres of woodland in the fief. This includes streams, ponds, swamp, and heath, all of which produce useful products such as fish, herbs, reeds, wild fowl, and bird eggs. Woods are the fiefholder's hunting preserve, except tenants pay annual fees to graze pigs, collect dropwood, and forage for berries. Woods average 20% of the fief, which may be generated as (1d10+15)% of Gross Acres.

Cleared Acres

The total acres of land available for cultivation. This is equal to Gross Acres minus Woods Acres.

Tenant Acres

The total *Cleared Acres* held by the fief's tenants. This number is the sum of Serf and Free Acres taken from the *Village Census Form*.

Demesne Acres

The total *Cleared Acres* remaining for the fiefholder's own use. It is equal to *Cleared Acres* minus *Tenant Acres*.

Labor Pool

The total days of labor available on the fief from ALL tenants. Some of this labor is already obligated to the lord, some is needed by the tenants to work their own land, and some is surplus labor available for hire.

- **Labor Pool:** Tenant Households x 500 days.

Labor Obligation

The labor owed to the lord from tenants. This number is the sum of ***Labor*** days on the *Village Census Form*.

Atlas Hârnica Data

If the fief is in one of Hârn's kingdoms, the *Holder, Gross Acres, Land Quality (LQ)*, and *Households (HD)* may be read from the Atlas Hârnica entries, such as this manor from ***Kaldor***.

Manor	Holder	Acres	LQ	HD
Loban	Dezaller	1,620	1.05	23

Held by Clan Dezaller and detailed in the *100 Bushels of Rye* adventure module, Loban has 1620 Gross Acres, LQ 1.05, and 23 Tenant Households. Assuming 20% woods (generated with 3d6+10) Loban has the following basic data:

LOBAN MANOR

Gross Acres	1,620
– Woods Acres	324
= Cleared Acres	1,296
– Tenant Acres	438
= Demesne Acres	858

Loban's demesne share of the land is much higher than normal, but that's because of the current problems plaguing the fief. Typically, a demesne is around 50% of the fief.

Population Density

There are about 90,000 acres in one hex of the Hârn regional map. Allowing 20% woods, the Cleared Acres average 72,000. Assuming half of this is the lord's demesne, the remaining 36,000 acres could (at one household per 20 acres) support 1800 tenant households, or about 9,000 folk. Few rural hexes on Hârn are this densely populated.

Land Quality (LQ)

An index which reflects the average fertility of the fief's land. LQ modifies crop yields. It is normally a constant, but might change very slowly at GM discretion. Average LQ is 1.00; 0.75 indicates severely depleted or poor land. and 1.25 is excellent. LQ is given in all *Atlas Hârnica* entries.

Fief Index (FI)

An index ranging from 0.75 to 1.25 which reflects the quality of capital assets on the fief, such as barns, granaries, roads, bridges, ditches, canals, and duck ponds. It also reflects quality of livestock, seed stocks, etc. FI is generated on the *Fief Index* table, or can be set by the GM within the range given allowing for the effects of war, floods, etc.

Trade Index (TI)

An index which represents the fief's trade potential in terms of traffic on its roads, rivers, and ports. TI can be used to influence which freemaster craftsmen are likely to settle on the manor, modify income that the lord can raise from tolls, and may be an indication of the probability of anything exciting happening at the manor. TI is assessed at GM discretion based on guidelines provided in the *Trade Index* table. It may be adjusted anytime to reflect the local effects of season, war, famine, and natural catastrophe.

FIEF INDEX

2d6	FI
2	0.75
3	0.80
4	0.85
5	0.90
6	0.95
7	1.00
8	1.05
9	1.10
10	1.15
11	1.20
12	1.25

The current FI may be assigned by the GM or randomly generated by a 2d6 roll. Local effects of war, flood, and other calamities may be handled by a negative modifier to the 2d6 roll.

An abandoned fief has a base **FI** of **0.50,** the minimum for any estate with some *Cleared Acres.* This can be adjusted to reflect the extent of damage and/or pillage that has occurred. Current FI can be raised by fief improvements, or may decrease by neglect. See: Fief Maintenance, MANOR 24.

TRADE INDEX

TI	Trade /Traffic Potential
0.50	Manor is 20 leagues from a major settlement.
0.75	Manor is 10 leagues from a major settlement.
1.00	Manor is 5 leagues journey from a major settlement.

Extrapolate TI to reflect actual ***road*** distance (terrain could be significant) from a major settlement, and then modify:

+0.20	Manor located on major river or road.
+0.10	Manor located on minor river or road.
+0.10	Major settlement is a Castle town.
+0.30	Major settlement is a City.

Example: *A manor, 8 leagues from a City and located on a Major Road, is rated 0.85 for distance from major settlement, with a bonus of +0.20 for Major road, and +0.30 for City, giving a final TI of 1.35.*

HOUSEHOLD

For most fiefholders, operating a manor is simply a means to support the largest possible household to the highest possible standard of living. A noble's prestige is an intangible asset of great social, legal, and political importance. Generosity to kith and kin is an esteemed virtue – thrift is not. And there's a practical side as well to the conspicuous consumption practiced by most fiefholders – it shows the lord probably has the resources to defend his tenants and allies, and it formalizes the vast gulf between the gentry and the peasantry.

The Household Budget section on the MBF calculates the cost to operate the lord's household for one year. Household costs are measured only in *Kind*, but reflect salaries, food, shelter, clothing, and supplies.

Populating the Household

For any self-respecting noble, the core manorial household is the lord and his lady, a lady-in-waiting, and a number of offspring one of whom is the heir. If none of the offspring are old enough (10+) then a Squire or Ostler to tend the lord's horses is also essential. The minimum servants are a chamberlain, a cook, an alewife, and a number of domestics equal to the number of nobles within the household. Hence, assuming 2 children, the minimum household contains 5 nobles (3 adults and 2 children) and 8 servants (chamberlain, cook, alewife, and 5 domestics) for a total of 13 persons. A manor of 1200 gross acres can support a household of this size with ease. Larger manors, or particularly well managed smaller manors, can afford extra servants, craftsmen, and men-at-arms as given on the *Manor Households* table.

Manor Households

Acres	Nobles	Servants	Craftsmen	Military	Total
1200+	5	8	•	(2)	13
1500+	6	9	1	(2)	16
1800+	7	10	2	(3)	19
2100+	8	11	3	(3)	22
2400+	9	12	4	(4)	25
2700+	10	13	5	(4)	28
3000+	11	14	6	(5)	31
3300+	12	15	7	(5)	34

Nobles: Fiefholder, Spouse, Offspring (2+), and Relatives (1+).

Servants: Chamberlain, Cook, Alewife, plus one Domestic per noble.

Craftsmen: The most popular *bonded* craftsmen at the manorial level are: Clothier, Ostler, Priest, and Herald. Other craftsmen listed are uncommon in all but the richest of manors.

Military: Most lords rely on *Yeomen* to police and defend the fief, but Men-at-Arms have status and can be substituted as desired. The bracketed numbers given are *yeomen* and these are NOT counted in the Household total. Ivinian households favor huscarls (house-warriors) over yeomen.

Household Support Costs

Listed below are the average annual costs to support various householders. These costs include a cash salary (roughly one third), food, shelter, and clothing appropriate to social class and rank, and work materials as necessary. Costs for nobles do NOT include a steed.

Nobles	Kind
Fiefholder	3,000d
Spouse	2,000d
Offspring	1,000d
Relative	1,500d
Squire	1,200d
Bailiff	2,000d
Steward	2,000d
Stable	
Warhorse	1,800d
Palfrey	900d
Servants	
Chamberlain	800d
Cook	500d
Baker	400d
Alewife	400d
Gardener	400d
Nursemaid	400d
Domestics	300d
Craftsmen	
Clothier	900d
Harper	600d
Herald[1]	1,200d
Hideworker[2]	900d
Litigant	1,100d
Mason	1,500d
Metalsmith[2]	1,100d
Ostler	1,300d
Physician	1,200d
Priest[1]	800d
Sage/Tutor	1,200d
Scribe	800d
Salter	700d
Teamster	900d
Timberwright[2]	1,200d
Weaponcrafter	1,800d
Woodcrafter[2]	1,000d

Military
See: MANOR 21.

[1] These retainers are often Nobles. If so, increase support cost to 1,500d.

[2] These craftsmen are usually freemasters in the village, but may be bonded to the lord's household if absent.

HOUSEHOLD NOBLES

Nobles live to a far higher standard than their tenants. They must have wine and spices, better cuts of meat, finer clothing, jewelry, arms, armour, steeds, and gifts for allies and friends. There is incredible pressure on the gentry to live the ideal noble lifestyle.

Fiefholder [3,000d] cost for food, clothing, arms, and armour, and the odd luxury. If the fiefholder is a knight, the cost of a warhorse is extra.

Spouse [2,000d] provides status and offspring (heirs). In addition to her own needs, no lady of honor can be considered properly supported unless she has the companionship of at least one *lady-in-waiting,* typically a young sister or cousin. Record this companion as a *Relative.* Most *Ivinian* lords have three or more wives; support the first (or favorite) wife at 2,000d and all others at 1,500d.

Offspring [1,000d] Clans desire that the fiefholder have one or more heirs. Most fiefholders have between one and six children, though some may be adults or be living elsewhere. Adult children may function as the *Steward* or as *Men-at-Arms.* The age of adulthood is considered to be 13 for all but nobles, where the tradition is 21.

Relatives [1,500d] Supporting a large extended family is sure proof of a lord's wealth and generosity. Relatives commonly supported include mothers, brothers, sisters, aunts, uncles, nieces, nephews, and cousins. Some of these may perform tasks such as *Lady-in-Waiting, Steward, Squire, Priest,* and so on. If any of the holder's relatives are knights then their support cost will increase to *Medium Horse* [3,200d].

Squire: See *Household Military,* MANOR 21.

Bailiff [2,000d] a noble appointed to run a manor for an absentee lord. They are nearly always close relatives of the fiefholder, typically a son, brother, uncle, nephew, or cousin. A bailiff receives room and board in the manorhouse for himself, his family, and his horse. The bailiff entertains guests "bearing his lord's writ", and those legally entitled to hospitality, such as royal officials. He is expected to deliver to the lord an agreed share of the profits, typically 4d per acre, sometimes payable in advance. The bailiff may then keep additional profit (if any) for himself.

Steward [2,000d] a noble employed to assist the lord. A lord with several manors may employ a Steward to visit and inspect each manor several times yearly to ensure the honesty of his bailiffs. The office is held by someone skilled in auditing, often a cleric, or a herald, or perhaps by a vassal knight who performs the duty as his feudal service.

HOUSEHOLD NOBLES

Noble	Kind
Fiefholder	3,000d
Spouse	2,000d
Offspring	1,000d
Relative	1,500d
Squire	1,200d
Bailiff	2,000d
Steward	2,000d

☐ Loyalty

Each householder has a loyalty score which may be called into play if the household suffers some form of adversity. To determine Loyalty, roll 5d6+50 for each householder. For members of the family, +20. The maximum Loyalty score is 95. When circumstances warrant, roll 1d100 vs Loyalty.

CS Loyalty is unshakable. Subject will stay with the lord through anything, except perhaps torture.

MS Loyalty is good, except when a very large bribe or severe personal duress is involved.

MF Loyalty is suspect. Person may reveal secrets for almost any decent bribe or favor.

CF Disloyal. Person will abandon the lord at the first chance, and might betray the lord for personal gain.

Note: *Loyalty can be made to apply only to the current situation. A betrayer may be tormented by guilt, and even the most loyal of retainers will waver when faced with a red-hot poker.*

HOUSEHOLD SERVANTS

Running the manorhouse requires servants. They perform tasks from managing the household budget to emptying chamber pots. Most lords employ at least a chamberlain, cook, alewife, gardener, and a variable number of domestic servants.

Chamberlain [800d] Responsible for purchasing all supplies and supervising all household servants. Most chamberlains can read and write and are expected to keep accurate books of account on household expenses. Chamberlains wield significant power since they effectively run the household and control access to the lord.

Cook [500d] Every manor needs at least one cook, plus one assistant cook, for each ten (10) nobles. Record the cook's ML. Bad cooks can be a source of amusing role-playing material.

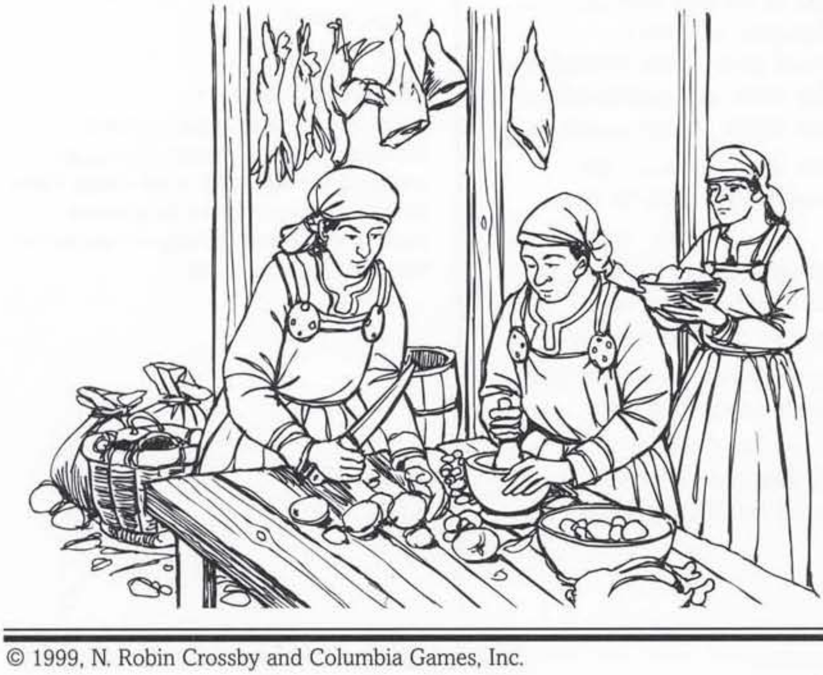
Baker [400d] Assistant to the cook and specialist baker of bread, pies, cakes, and the like. Bread is a staple, even for nobles.

Alewife [400d] Assistant to the cook and specialist brewer of ales, the standard drink of the household. Each householder drinks six to twelve pints of ale per day. Larger houses employ a *Cellarer [500d]* also skilled at making wines, brandies, and liqueurs.

Gardener [400d] Servant in charge of the manor gardens. Garden herbs are widely used for flavoring and medicines, and flowers, fruit, and vegetables are grown to suit the lord's tastes. A gardener may also tend bees in the orchard.

Nursemaid [400d] Cares for the holder's young children. Noble children are with their parents for a limited time each day, often only during the evening meal. For the rest of the time the nursemaid is responsible for their care.

Domestics [300d] Include chambermaids, stablehands, pantrymaids, laborers, washerwomen, etc. One Domestic is required for each Noble in the household.



HOUSEHOLD SERVANTS	
Chamberlain	800d
Cook	500d
Baker	400d
Alewife	400d
Gardener	400d
Nursemaid	400d
Domestics	300d

Tenants, Labor, and Extortion

There are ancient social rules which govern what is a reasonable and what is an unreasonable demand by the lord. For instance, requiring a villein to send his daughter to the manorhouse as a servant calls for recompense in the form of a salary or reduced obligations, and the villein has the right to refuse the demand. On the other hand, it is the lord who decides at what point to stop a marauding dragon, and the recalcitrant tenant may find himself in desperate need of protection from an indifferent lord.

Most lords take a proprietary or even paternal interest in the welfare of their tenants. Fair treatment is the norm. While it is true that the lord has ultimate control over his land and tenants, it is equally true that happy tenants are more likely to make him rich.

Household Slaves

Slaves may replace household servants where legal. Most lords treat their slaves better than free servants. Noble households in Rethem and Tharda are often entirely staffed with slaves – they rarely get along with free servants.

HOUSEHOLD CRAFTSMEN

Wealthy fiefholders may employ a variety of bonded craftsmen to assist with running the manor. Some reduce the costs of running the manor while others are employed for such intangible reasons as educating children, entertaining the household, and so on.

Bonded craftsmen typically eat and sleep in their workspace. Their support cost includes a modest cash salary (typically one third) to buy clothing and other personal effects.

Clothier [900d] Converts raw wool and flax into clothing. Each clothier can dress about ten nobles, but requires the wool of ten sheep per noble, and the flax of one acre per noble to be effective. Female household members can perform some of the tasks of a clothier, but not all. Only in the most impoverished manors would a noblewoman be found washing, fulling, dying, and spinning raw wool and flax.

Harper [600d] Provides entertainment for the lord who has everything.

Heralds [1,200d] Teach history, especially clan history, to the household. They can also conduct important negotiations, or make others think the lord conducts such negotiations regularly. *See: Sage/Tutor.*

Litigant [1,100d] The complex web of patron-client relationships in the Thardic Republic makes a litigant a valuable asset. A litigant can interfere with the plans of your rivals and aid your own.

Mason [1,500d] Supervises the designing, building, and maintenance of the manorhouse, its fortifications, and other structures on the fief. Masons are only seen at large manors, or at keeps and castles.

Ostler [1,300d] Looks after the manor's horses, from mucking out the stables and grooming the horses, to breeding, veterinary care, and training. Each Ostler can look after about ten steeds.

Physician [1,200d] Household members suffer all the maladies common to the folk of Hârn. A physician can be a lifesaver, especially in isolated manors.

Priest [800d] The lord and his family often worship a different faith than their peasants. A lord may wish to have a priest of his own faith on hand for spiritual comfort, to supervise weddings, funerals, and other sacraments, for prestige, and to deal with the odd ghost. Most bonded clerics also perform the duties of a Sage/Tutor. Some also perform the duties of a Chamberlain. See also MANOR 14 for Glebe arrangements.

Sage/Tutor [1,200d] A scholar employed by the lord to educate the household. Employing one may justify skill development rolls for Lore skills. See *HârnMaster,* SKILLS 8.

Scribe [800d] Many nobles are illiterate and rely on the services of a scribe for reading and writing skills. A Litigant, Priest, or Sage can perform the same tasks, at least part-time, but they cost more money.

Teamster [900d] Most manor households support one or more teamsters to drive produce to market, fetch supplies, handle coach rides, etc.

Weaponcrafter [1,800d] Fighting orders often employ a bonded weaponcrafter. Wealthy lords can justify one if they have a large Household Guard. Otherwise, weaponcrafters are not "cost-effective" but employing one never hurts your prestige.

HOUSEHOLD CRAFTSMEN

Occupation	Kind
Clothier	900d
Harper	600d
Herald[1]	1,200d
Hideworker[2]	900d
Litigant	1,100d
Mason	1,500d
Metalsmith[2]	1,100d
Ostler	1,300d
Physician	1,200d
Priest[1]	800d
Sage/Tutor	1,200d
Scribe	800d
Salter[2]	700d
Teamster	900d
Timberwright[2]	1,200d
Weaponcrafter	1,800d
Woodcrafter[2]	1,000d

[1] These retainers are often *Nobles*. If so, increase support cost to 1,500d.

[2] These masters are usually freemasters in the village, but can be bonded if there is no freemaster. They are described on MANOR 7.

Craftsmen & Savings

Although it can be argued that some craftsmen can save the household money, this is rarely the case in practice. The inventory costs associated with keeping a craftsman busy tend to exceed any savings. The effect of having a bonded Clothier is to make the household *better* dressed, not *cheaper* dressed.

Bonded-Masters

Guilds will not permit a lord to hire a craftsman if there is already a freemaster practicing the same craft in the village. Some lords will hire journeymen for a season, partly to save money on support, but also to bring new ideas to the fief.

HOUSEHOLD MILITARY

Some fiefholders employ full-time soldiers called men-at-arms. These can range from expensive Heavy Horse down to Light Foot. They assist the lord to defend the fief and to fulfill his military service to a liege. In feudal kingdoms, men-at-arms are granted a license by the lord to bear chivalric weapons and wear his heraldry on a surcoat of linen or buckram. They traditionally live at the manorhouse and eat at the lord's table. Ivinian men-at-arms are called *huscarls.* The following specialized men-at-arms may also exist:

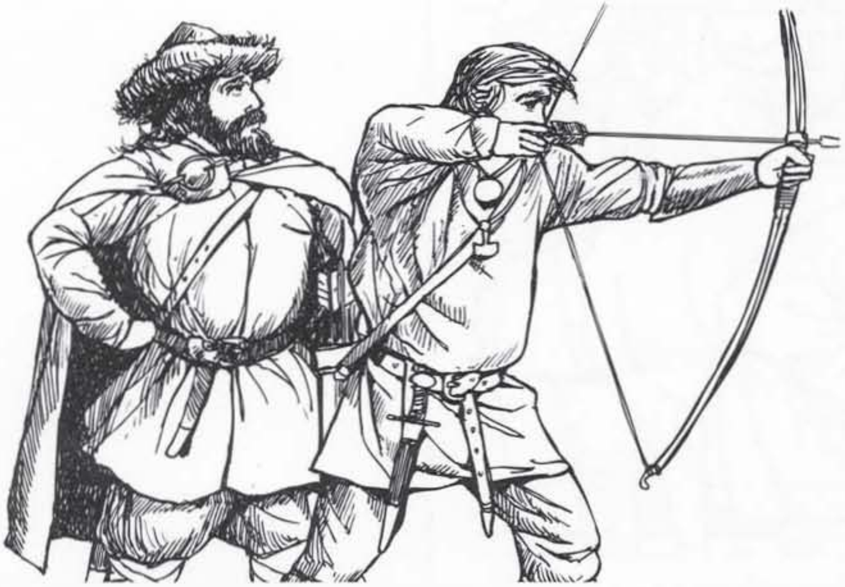
Sergeant-at-Arms: Commander of the Household Guard. He is typically a veteran soldier equipped as Medium Foot or Light Horse. Rich lords may employ a bachelor-knight for this post, but that requires support as Medium or Heavy Horse.

Man-at-Arms: Soldier of the Household Guard, typically a veteran equipped as Light Foot.

Squire: The custom of fostering the sons of nobility to train as knights means that many fiefholders have one or more squires in their household. A squire tends the lord's horses and accompanies the fiefholder on military service or other travels. Squires are supported as Light Horse (at least) until knighted. The lord is expected to pay the considerable cost of equipping a squire as a knight at age 21.

Offspring: Sons ages 16-21 will probably be fostered elsewhere, but knighted sons, especially the heir, may reside at the manor and be supported as Medium or Heavy Horse.

Huntsman: warrior with excellent outdoors skills who organizes hunting parties, cares for the lord's hounds and hunting weapons, and guards the lord's woods against poachers. He is, effectively, a full-time woodward with military skills and, depending on the size of the manor's woods, may have one or more subordinate *Foresters* to assist him. The office is typically held by a *Bachelor-Knight,* a *Squire*, or a *Sergeant* who would likely be classified as Light Horse. This is an excellent occupation, ripe with role-playing possibilities, for a player character with the appropriate skills.



MILITARY RETAINERS

Class	Kind
Light Foot	576d
Medium Foot	936d
Shortbow	936d
Longbow	1,296d
Light Horse	2,016d
Medium Horse	3,200d
Heavy Horse	4,608d

Player-Character Retainers

A party of PCs employed as men-at-arms in a powerful lord's household can be an excellent roleplaying option. Although the party will not be free to do as they please, they have a secure base of operations, a powerful noble as patron, and the opportunity to get involved in a variety of interesting adventures. One such party might be a huntsman, a couple of foresters, and perhaps a household cleric or sage. Tasks might include defending villagers from the depredations of brigands or predators, exploring an old ruin found in the woods, or escorting an important person or tribute.

What's in my Woods?

There are any number of discoveries awaiting the fortunate (and not so fortunate) explorer that previous owners never found or exploited.

01-10	Ruins; recent
11-14	Ruins; old
15-16	Ruins; ancient
17-20	Cave entrance
21-26	Valuable timber
27-29	Bog iron
30-33	Peat
34-36	Potters' clay
37-39	Very rare herbs
40-42	Building-quality stone
43-44	Precious metals/gems
45	Magical spring
46-47	Slumbering beast
48	Ivashu
49	Ghost(s); malicious
50	Ghost(s); helpful
51-00	Nothing of interest

Metals and gems belong to the crown, and can only be legally exploited by the Miners' Guild.

THE LORD'S STABLE

The support costs for nobles do NOT allow for steeds.

In feudal realms most fiefholders are required to provide the services of a mounted knight to their liege. This requires a knight to have at least one costly Warhorse for battle and one or two Palfreys for hunting and routine travel. Keeping a palfrey for each noble householder except the very young and old is also a social necessity.

Most lords treat their steeds with great affection and spend large sums to keep a stable of the best horses available. Some stables contain stalls for a dozen mounts, plus tack rooms, feed lofts, and accommodation for an ostler and one or two stablehands. On manors with no Ostler, a squire is usually involved in tending the horses.

A slave supported on 100d per year survives on a fraction of the support given to a typical warhorse. The support costs given are for average mounts. The very best warhorses get better support.

The Lord's Kennels (600d)

Many lords maintain a kennel of hunting hounds. One or two hounds may be faithful companions for the lord on his travels. They may also fight bravely to defend the manorhouse and its occupants, and are a useful alarm system. The cost given supports a kennel boy and a dozen hounds.

The Lord's Falconry (800d)

Many lords keep falcons for sport hunting. The cost given supports a falcon-trainer and two or three birds. A natural falcon is neither especially powerful nor intelligent, but a magically enhanced bird might be very interesting.

THE LORD'S STABLE

Steed	**Kind**
Warhorse	1,800d
Palfrey	900d

Note: *Support costs do NOT include the cost of buying animals.*

MANOR BUDGET

This section of the *Manor Budget Form* is used to compute the revenues and expenses of the fief for the current year. First, we determine the revenue and expenses for the *entire* fief, and then calculate a budget for the lord's share.

FIEF BUDGET

Weather Index

An index ranging from 0.65 to 1.35 which reflects the effects of the weather on yields. Generate the Weather Index with a 3d6 roll on the the *Weather Index Table*. Record the index in the space provided.

[1] Woods

The labor expended and the kind produced from the fief's woods. Only acres *on which labor is spent* can be included. Revenue reflects the value of woodland products such as fish, game, furs, berries, herbs, etc.

- **Yield:** Basic Yield (18d) x LQ x FI x WI.
- **Acres:** Woods on which labor is spent.
- **Labor:** Woods Acres x 3 days.
- **Kind:** Woods Acres x Woods Yield.

☐ Modify Kind by ***Woodward*** success roll.

[2] Crops

The labor expended and the kind harvested from the fields of crops.

- **Yield:** Basic Yield (60d) x LQ x FI x WI.
- **Acres:** Cropland on which labor is spent. Record as 50% of Cleared Acres if not already known. Cropland can never be less than 30% of Cleared Acres to ensure there is enough food to feed the tenants and livestock over the winter.
- **Labor:** Cropland Acres x 6 days.
- **Kind:** Cropland Acres x Cropland Yield.
  - ☐ Modify Kind by *Reeve* success roll.
  - ☐ Add *Crops* detail (MANOR 29).

[3] Pasture

*Cleared a*cres used to graze the livestock. The animals provide milk, wool, meat, hides, and power, and also fertilize the fallow land with their manure.

- **Yield:** Basic Yield (90d) x LQ x FI x WI.
- **Acres:** Pasture on which labor is spent tending livestock. Record as 50% of *Cleared Acres* unless already known. *Maximum* pasture is 70% of Cleared Acres. *Minimum* Pasture is 30%, which ensures there is enough land to feed the oxen that plow the fields.
- **Labor:** Pasture Acres x 10 days.
- **Kind:** Pasture Acres x Pasture Yield.
  - ☐ Modify Kind by *Herder* success roll.
  - ☐ Add *Livestock* detail (MANOR 30).

BASIC YIELDS

	Woods	Cropland	Pasture
Basic Yields	18d	60d	90d

WEATHER INDEX TABLE

3d6	Weather	Index
3	Disastrous	0.65
4		0.70
5	Poor	0.75
6		0.80
7	Fair	0.85
8		0.90
9		0.95
10-11	Average	1.00
12		1.05
13	Good	1.10
14		1.15
15	Very Good	1.20
16		1.25
17		1.30
18	Excellent	1.35

Weather

Weather and disease have a crucial effect on crop and livestock yields. Good weather is not simply a matter of being "hot and dry". Crops require the right amounts of rain and sunshine; too much or too little of either at the wrong time can be disastrous. Animals too are affected by the weather because the yields of pasture and hay are affected. Both crops and animals are susceptible to disease when the weather is unseasonal.

☐ Weather Averaging

Roll five (5) times, once for each month in the crop growing season, and determine the weather by averaging the five rolls.

☐ Tenant Officer Skills

The skill (ML) of Tenant Officers can modify a fief's revenues. Make a 1d100 success roll against the ML for each officer to determine a revenue index:

CS: 1.10 **CF: 0.90**
MS: 1.00 **MF: 0.95**

Reeve: *Cropland* revenue
Beadle: *Amercement* income
Woodward: *Woods* revenue
Herder: *Pasture* revenue

It is always best that tenants of high skill hold these offices. Tradition, however, reserves the offices for Villeins with the most status (most acres) unless they choose to decline the office. Tenant Officers are discussed on MANOR 13

[4] Waste

Cleared acres wasted (unused) because of a labor shortage, lack of seed, or a reluctance to plant because of crop disease. Although it can be argued that waste is fallow land, it is not considered pasture because no labor/kind is expended on it to produce revenue.

- **Waste Acres:** Acres on which no labor is spent.

[5] Total Harvest

The sum of lines [1] through [4].

[6] Crop Seed

The seed grain stored for next year, either in specific granaries or in seed bins within each granary. The Beadle is responsible for the granaries and many choose to keep the seed bins in a special bay *inside* their own cottage.

- **Acres:** Crop Acres planned for *next* budget.
- **Kind:** Crop Acres x 12d seed.

☐ Modify Seed Storage by success roll on Beadle Success Table. This rule requires that extra seed be stored as insurance against loss.

[7] Winter Feed

The hay and grain stored to feed livestock over the winter. Although many animals are slaughtered or sold in autumn, plow oxen and breeding stock must be kept alive throughout the winter. A serious loss of Winter Feed also impacts Cropland acres because half-starved oxen will founder when put to the plow. A shortage of Winter Feed can be taken from surplus Seed Storage. Feed is stored in granaries or barns; fire, theft, and vandalism are ever-present risks. The *Beadle* is responsible for maintaining a secure supply of Winter Feed.

- **Acres:** Pasture Acres planned for *next* budget.
- **Kind:** Pasture Acres x 12d feed.

☐ Modify Winter Feed by success roll on Beadle Success Table. This rule requires that extra feed be stored as insurance against loss.

[8] Fief Maintenance

The expense to maintain and improve the capital assets of the fief. A well-kept fief is more productive, but it costs more labor and money to keep it that way. To maintain the ***current*** Fief Index (FI), expend:

- **Acres:** Cleared Acres.
- **Labor:** Cleared Acres x FI x 3 days.
- **Kind:** Cleared Acres x FI x 6d.

Improvements or reductions to FI are expressed as a percentage of the base amount. See sidebar table.

BEADLE SUCCESS TABLE

CS: 0.95 Net Storage
MS: 0.90 Net Storage
MF: 0.85 Net Storage
CF: 0.80 Net Storage

☐ Seed Storage and Loss

Rodents and insects are fond of snacking on seed, and additional loss can be expected from dampness and hungry children. A skilled Beadle minimizes losses.

Example: Cropland acres planned for next year is 400. Seed Storage required:

400 x 12 = 4,800d

A skill roll to determine seed loss is now made against the Beadle ML 74. Assuming a roll of 80 (CF) Net Storage is 4,800d x 80% which equals 3,840d. The maximum Cropland acres that can be planted next year with this much seed would be:

3,840 ÷ 12 = 320 acres

This is, of course, 80 acres less than the 400 planned which may cause a food shortage unless additional seed can be purchased. To avoid problems like this it is a good idea to store 15d or more per planned cropland acre. A running total of seed storage may be kept.

FIEF MAINTENANCE

%	FI
0%	–0.05
20%	–0.04
40%	–0.03
60%	–0.02
80%	–0.01
100%	0.00
120%	+0.01
140%	+0.02
160%	+0.03
180%	+0.04
200%	+0.05

Example: A fief with 1,000 Cleared Acres and a FI of 1.20 requires maintenance of 3,600 days/7,200d to maintain the *current* FI. If no maintenance is done, FI will drop .05 to 1.15. At 40% maintenance (1,440 days/2,880d) FI drops –0.03 to 1.17, but 200% (7,200 days /14,400d) gives +0.05 to 1.25.

[9] Assart

Assart is the process of clearing wooded land. Although labor-intensive, the timber harvested can be valuable, and the additional Cleared Acres can be planted next year. The reeve decides how many acres of Woods to Assart (if any), commits the necessary Labor, and collects the Kind.

- **Acres:** Woods acres assarted (cleared) this year. To avoid gradual overgrowth (see: New Forest - sidebar) the *minimum* Assart is 2% of Woods Acres to maintain the *existing* Woods and Cleared acres.
- **Labor:** Woods Acres cleared x 30 days (expense).
- **Kind:** Woods Acres cleared x 120d (revenue).

A Timberwright may be licensed to aid with Assarting.

[10] FIEF INCOME

Harvest Income [5] minus the sum of [6] though [9].

Labor: the total labor spent to generate Fief Income. This amount cannot *exceed* the ***Labor Pool.*** If it does, labor spent must be reduced, perhaps with less Crop Acres, or by doing less Fief Maintenance.

Kind: Harvest available for distribution to the lord and tenants.

☐ Timberwrights & Assart

The labor cost of Assart can be eliminated by licensing a Timberwright or Charcoaler to do the work for a share of the timber. Harvesting timber is hard work, but clearing the ground of stumps is at least half of the total labor. Each stump is burned for days and then pried or pulled from the ground by levers and stout oxen. Timberwrights hate this work.

In addition to a license fee of 144d to operate, a timberwright pays fees of 60d per acre if the stumps are to be removed, or 80d per acre if they can remain. In the latter case the reeve must still expend 15 days per acre to remove the stumps before the land can be added to Cleared Acres.

The exact deal is likely to depend on how far manor woods are from a market. The numbers above assume a trade index of 1.00 and the deal may otherwise be negotiated. Proximity to navigable rivers on which logs can be floated is most attractive to timberwrights.

New Forest

Because it takes 40–60 years for trees to mature into suitable woods, planting acres of new forest is unlikely to excite the current fiefholder. But nature has a longer view. Assume a natural growth equal to 2% of current Woods acres per annum. A similar acreage of *mature* woods must be asserted each year to keep the balance.

For example, *Woods* acres of 300 will grow by 6 acres (2%) each year (and *Cleared* acres will reduce by the same amount) unless they are assarted.

Optionally, only the new growth can be cleared for one fifth of normal assart labor with no revenue gained.

LORD'S BUDGET

This section records the revenues and expenses of the fiefholder. The object is to collect every reasonable penny and then spend it lavishly.

[11] Demesne Income

The lord's share of the Fief Income.

Demesne Income: Fief Income [10] x Demesne Acres ÷ Cleared Acres.

Locatoire

[12] Tenant Rents & Fees (cs [illegible])

The total rents and fees owed by tenants. The current totals are found on the *Village Census Form*.

[13] Glebe Revenue

Total Glebe revenue is recorded on the *Village Census Form* on the *Priest* line under *Notes*. Record here the lords share (50%) of this amount.

Peage

[14] Taxes & Tolls

Fiefholders levy tolls on roads, bridges, and fords on their fief, partly to raise income, and partly to discourage undesirable strangers. Tolls are rarely charged on the fief's tenants. Revenues here mainly represent taxes and tolls charged on travellers such as mercantylers visiting the fief to buy or sell goods. Some lords foster trade by offering low taxes and free pasture to caravans; others discourage it, not least because of the crime and disease caravans often bring with their trade.

- **Taxes & Tolls:** 3d6 x 240d x Trade Index.

[15] Amercements

Fines assessed on tenants at the lord's hallmoot (manorial court).

Amercements: Tenant Households x 10-60 pence.

☐ Modify revenue by *Beadle* success roll.

[16] Feudal Income

Payments from ***VASSAL*** fiefs that reflect tribute, aids, scutage, and other feudal obligations to the liege. Feudal income for a liege is a feudal expense for the vassal.

- **From Vassal:** 1d3 pence per Gross Acre (reflecting tribute and aids to the liege) *plus* military service for 60-90 days. Military service may be replaced by scutage, which can be negotiated to reflect the true cost of a "replacement", or assumed to be 2d per Gross Acre.
- **From Bailiff:** One third of the ***bailiff's*** Gross Income. A rough approximation is 12d per Gross Acre, multiplied by *Land Quality* and *Fief Index*.

[17] Total Income

The sum of lines [11] through [16].

Demesne Income

Fief Income = 75,000d
Demesne Acres = 540
Cleared Acres = 1,200

Demesne: 75,000d x 540 ÷ 1200
= 33,750d

Optionally, determine the lord's percentage share of the Cleared Acres and then multiply Fief Income by that percentage:

Lord's share: 500 ÷ 1200 x 100 = 45%
= 75,000d x 45%
= 33,750d

Vassal Fief Budgets

Ideally, budgets for vassal fiefs should be handled by the player (if held directly) or by the GM if held by a vassal knight. All kinds of interesting roleplaying activities may arise when a vassal fief faces economic disaster, or has a bountiful year.

Scutage

The traditional Knight's Fee of 1,200 Acres is valued at £10 (2,400d) which converts to 2d per Acre. With larger or smaller fiefs, fractions of a Knight's Fee are assessed, so that a knight with 600 Acres has a *half-fee* of £5, and one with 2,400 acres has a *double-fee* of £20. In lieu of military service, payments (Scutage–shield money) equal to these valuations may be requested by a liege or offered by a vassal. That is, the fiefholder may offer his liege Scutage equal to 2d per Gross Acre, perhaps a bit more or a bit less as negotiations allow.

[18] Household

The lord's annual expenditure on his own household. If not already done, fill out the *Household Budget* (MANOR 17) and transfer the total to this line.

[19] Feudal Payments

Payments in kind to the liege reflecting tribute, aids, scutage, etc. These payments can be a significant expense, and default is risky. Failure to pay an aid, or to provide the necessary military service or scutage, may get a vassal stripped of his title and lands.

- **Vassal Knight:** 3d per Gross Acre (+Military Service), or
  5d per Gross Acre.
- **Bailiff:** One third of *Total Income [17]*.

[20] Tithe

Most lords donate one tenth of their *Total Income [17]* to a church. At least once per year, temples send an official to tour all local manors. The official listens to the lord's temporal and spiritual concerns, and negotiates a pledge of tithe. The pledge is then delivered to the temple at the lord's convenience (and expense) in early autumn. Wealthy temples may send out wagons to collect the promised tithe. Failure to deliver a reasonable tithe (the churches keep good records on what to expect) may result in a variety of problems. Some highly devout fiefholders tithe as much as one third of their income to the church.

[21] Labor Hired

The extra labor the lord must hire to have his demesne worked. On most manors, this labor is effectively full time employment for cottars and others with spare time for hire. Such workers are called *Familia.*

Labor Hired: Demesne Acres x 8 days – Labor Obligation.

Note: *the value 8 days is the average of 6 days labor for cropland and 10 days labor for pasture. If the division between cropland and pasture is not 50:50, adjust this number proportionally.*

[22] Political Expenses

One of the hallmarks of nobility is generosity toward peers. There are wedding and knighting gifts to be bought, and bribes to be paid. Your liege may visit for a day or two, as might a bishop and his retinue, perhaps a royal official, or even the king himself. The amount given is the *minimum;* ambitious lords spend ten times as much and more.

Political Expenses: Gross Acres x 1d to keep your lands.

[23] TOTAL EXPENSES

The total of lines [18] through [22]. This amount cannot exceed *Total Income [17]* without deducting from the Privy Purse or making a quick ride to the nearest Usurer (moneylender).

[24] TO PRIVY PURSE

The Privy Purse is the lord's silver coin kept for cash payments. *Total Income [17]* minus *Total Expenses [23]* determines the surplus that can be added to the Privy Purse. A Privy Purse containing 10% of Total Income is a reasonable treasury. Additional cash in a chest is nice, but where is the prestige? Who can you tell? Only money *spent* has any real value.

Buried Treasure

Lords often have an alternate hiding place, perhaps a secret chamber, or a cave in the woods, or simply a chest buried in a field to keep their cash safe. The location of such hoards, some rich, most modest, are often forgotten with the premature death of their owner.

The Familia

The labor owed by unfree tenants (serfs) is never enough to work the lord's full demesne unless, of course, he is willing to waste land. The extra labor required is provided by employment of cottars and others. These agricultural workers are called *Familia* and they are typically paid 1d per day plus a noon meal and ale.

☐ Lifestyle & Prestige

Total Expenses [23] determine a lord's Lifestyle & Prestige. The ratings are highly subjective, and intended as a roleplaying guideline. At GM discretion, a variety of appropriate events and opportunities should arise to help or hinder the lord.
Note: 240d = £1.

Lavish (£500+) You are always dressed in the finest clothes, ride the best horses, drink the finest wines, have many friends, entertain frequently, and have easy access to people of influence and power.

Rich (£400+) You dress well, drink good wines, have more than your share of friends, and can get an audience with princes and popes within a day or two.

Normal (£300+) Typical of your peers across Hârn, you can get along in polite company, give gifts when necessary, and have several outfits of decent quality for special functions and events. Access to the power elite requires an appointment.

Frugal (£200+) Your clothing is a bit old, you entertain infrequently, and you might not be invited to the best events. This is barely acceptable on isolated manors, but in civilized areas you will be considered cheap and your spouse will nag.

Poor (£100+) You have a noble lifestyle, but only just. Your clothing is probably a bit worn, your wines are home-made, your horse a bit old, and most of your friends are close relatives.

CHURCH MANORS

Most churches hold and operate rural manors, some covertly, whose essential purpose is to provide income to support the faith. The churches of Larani and Agrik are favored by Hârnic nobility and they are especially well endowed with manors. The Laranian church holds vast estates in Kanday, Kaldor, and Melderyn and is easily the largest and most powerful landlord on Hârn. Church manors can be divided into abbeys and chapter houses.

ABBEYS – Clerical Orders

Abbeys are managed by an abbot or abbess, usually a cleric of the 4th Circle or higher. They are often regional centers of the church, perhaps the seat of a bishop or archbishop. They also serve as colleges for the training of clerics, and a few are hospitals for lepers and other ailing folk. Abbeys usually have more land than a typical manor and may have subject fiefs held by vassal knights or by bailiffs.

Most abbeys have a normal population of serf and free tenants and function much like any other manor except the demesne supports the abbot and clerics. Some abbeys are renowned for their brandies, wines, hams, and cheeses, and they may have been granted local monopolies to produce them. A few abbeys have no tenants, agricultural labor being provided by resident acolytes and priests. A rough guide for labor:

Acolytes: 240 days
Priests: 120 days

Add clerical labor to tenant Labor Pool.

CHAPTER HOUSES – Fighting Orders

A chapter house is essentially a manor where the household is composed of knights and foot soldiers. Most have a normal population of serf and free tenants and function like any other manor and the demesne supports the military household.

Ideally, a chapter house supports a squadron of ten (10) knights, a company of twenty (20) foot, and perhaps 2-3 craftsmen like a weaponcrafter, ostler, and mason. A military household of this size would require a manor of 5,000+ acres to support. Very few chapter houses are this big. Support from the order's headquarters, donations from wealthy benefactors, and successful raiding are essential to the survival of most chapter houses.

Abbey Households

Abbey households contain resident priests and acolytes, plus any craftsmen, servants, and slaves who support them. Most abbeys use acolytes to perform the tasks of servants.

As a rough guide, abbeys can support one cleric per ten (10) acres of demesne. That is, an abbey with a demesne of 800 acres can support 80 clerics. The ratio of ranks varies by church.

Church	Priests	Acolytes
Agrik	10%	90%
Halea	See: HM Religion	
Ilvir	20%	80%
Larani	10%	90%
Morgath	13%	87%
Naveh	10%	90%
Peoni	20%	80%
Sarajin	See: HM Religion	
Save K'nor	10%	90%
Siem	See: HM Religion	

The churches of Halea and Siem do not have rural abbeys or manors.

Abbey Support Costs

Cleric	Noble	Common
Archbishop	5,000d	•
Bishop	3,000d	•
High Priest	2,000d	1,500d
Priest	1,500d	800d
Acolyte	1,000d	400d

Masters of various disciplines are supported at a rate between that of Priest and High Priest.

Indulgences

Most abbeys bestow indulgences and consecrated items for a suitable donation.

Rye: Seigle. Oat: Avoine. Flax: Lin.
Barley: Orge. Hay: foin. Wheat: blé

☐ CROPS

Players may expand the data line for *Crops* in the Manor Budget to record specific data on crops planted. Generic crop acres now become fields of rye, oats, and barley, and lords may influence the crops grown.

GENERATING CROPS

Each manor is assumed to be planted with a mix of traditional crops, determined through long years of practice (and famine) to best suit the local climate and soils. Only steps [2], [5], and [6] are done every year, unless changes are made to the crop mix or acres.

[1] **Crops:** Roll ten (10) times on the *Crop Data Table* and record the generated crops. Each roll represents 10% of the traditional crop mix. Hence, if Barley is generated three (3) times, the crop mix is 30% Barley.

[2] **Yield:** The *average* yield per acre is given on the *Crop Data Table.* Multiply this yield by Land Quality (LQ), Fief Index (FI), Weather Index (WI), and Reeve Index. Record this number under *Yield.*

[3] **Acres:** Determine acres planted with each crop. If total Crop Acres is 500, each 10% crop mix is 50 acres, hence 30% Barley is 150 acres.

[4] **Labor:** Crops have different planting, tending, and harvesting needs. Labor per acre is given for each crop. The labor needed for 150 acres of Barley is 150 x 6 = 900 days.

[5] **Kind:** Harvest value equals Acres x Yield.

[6] **Totals:** Determine the totals for *Labor* and *Kind* and transfer the sums to Crops (line 2) on the Manor Budget.

REEVE INDEX & HARDINESS (HR)

Crop yields MUST be adjusted for Reeve Skill and crop Hardiness. For *each* crop, make a skill roll against the Reeve ML, modified by Hardiness Rating (HR). For example, with Reeve ML80, Wheat EML is ML80–HR20 = EML60, and Rye EML is ML80+HR10 = EML90. An index for each crop is determined by the success roll against crop EML.

CS: 1.10 MS: 1.00 MF: 0.95 CF: 0.90

CHANGING THE CROP MIX

Hârnic peasants are conservative; the crops they grow have been long established by years of local custom and experience. Any change to the traditional crops may lead to famine or disease. Even changes that apply only to the lord's demesne will be stoutly resisted because peasants know who will ultimately pay should the lord's crop fail. Arbitrarily changing the crop mix may result in disobedience, sabotage, and perhaps rioting.

To alter the traditional crop mix, the lord must persuade the Reeve to accept the change. This is best resolved as a contest of the Lord's *Rhetoric* versus the Reeve's ML. The lord must generate a higher success level to "persuade the Reeve" to change the crop mix by one tenth, such as from Barley 30% & Wheat 20% to Barley 20% & Wheat 30%. The lord can make up to three attempts to change the crop mix each year, but only **one** change (the first successful attempt) is allowed. Adding a new crop, not already in the mix, requires the lord to spend roughly 12d/Acre for seed.

CROP DATA TABLE

1d100	Crop	HR	Labor	Yield
01–10	Rye	+10	5	45d
11–25	Barley	+20	6	48d
26–40	Oats	+15	5	42d
41–65	Hay	+20	5	40d
66–75	Vegetables	+0	8	80d
76–80	Flax	–10	6	66d
81–85	Wheat	–20	6	72d
86–00	Fruit	–30	7	90d

Hardiness Rating (HR)

Some crops are hardy while others are more vulnerable to weather and crop blight. Each crop has a Hardiness Rating (HR). The following regional modifications apply:

–10 Orbaal, Azadmere, Peran
–05 Tharda
+0 Kaldor, Rethem, Chybisa
+05 Kanday, Evael, Melderyn (mainland)
+10 Melderyn (island)

For example, wheat grown in Orbaal is –30.

Rye is a hardy winter grain, planted in fall for harvesting in summer. It will grow almost anywhere and is good for bread.

Barley is a hardy late-summer crop. It is nutritious in soups and pottage, and is used extensively to produce malt for ale.

Oats are a hardy crop, high in protein, essential for oxen and horses, and used in oatmeal pottages and stuffings.

Hay is sweet grass that is dried and stored as winter fodder. Several varieties of grass are used and they are rotated to avoid exhausting the soil. Hay is harvested in early summer, before the grain harvest.

Vegetables, including beans, peas, cabbages, and onions are grown in large quantities. Beans and peas are particularly useful - they are high in protein, dry well for storage, and aid the soil by adding nitrogen depleted by other crops.

Flax is a cash crop used for linen, canvas, and cordage. It is a grass with strong fibers up to three feet in length before spinning. Flax grows fast and is harvested in early summer. It is, however, easily damaged by late frost or heavy rains.

Wheat is not particularly hardy, especially in northern climes, but is nutritious and a favorite among breadmakers. Wheat flour fetches a high price in cities and towns.

Fruit includes apples, pears, plums, cherries, berries, grapes, etc. Citrus fruits cannot be grown on Hârn.

Ox : [illegible]
Goats : Clover.

☐ LIVESTOCK

Players may expand the data line for *Pasture* in the Manor Budget to record specific data on livestock. Generic pasture acres now become oxen, goats, and sheep, which adds color and strategic options to fiefholding.

GENERATING LIVESTOCK

The following seven (7) steps populate the fief with livestock. Only steps [2], [6], and [7] are done every year, unless changes are made to Livestock or Pasture acres.

- **[1] Livestock:** Roll eight (8) times on the *Livestock Data Table.* Each roll generates a species and represents 10% of Pasture Acres. A player's eight rolls might generate Cows (10%), Goats (20%), Sheep (30%), and Hogs (20%). *Oxen are automatically 20%.*
- **[2] Yield:** The *average* yield per animal is given on the *Livestock Data Table.* Multiply this yield by Land Quality (LQ), Fief Index (FI), Weather Index (WI), and Herder Index (below). Record this number under *Yield.*
- **[3] Acres:** Determine pasture acres allocated to each species. If pasture is 200 acres, Oxen (20%) get 40 acres, Cows (10%) get 20 acres, Goats (20%) get 40 acres, Sheep (30%) get 60 acres, and Swine (20%) get 40 acres. Totals are 100% and 200 acres.
- **[4] Head:** Determine number of animals as Acres x Graze. Hence, 20 acres support 10 Cows, while 40 acres support 80 Goats.
- **[5] Labor:** Head x Days. 80 goats require 80 x 5 = 400 days.
- **[6] Kind:** Head x Yield. Assuming a yield of 48d, 80 goats produce 80 x 48d = 3,840d.
- **[7] Totals:** Total the columns for *Acres, Labor,* and *Kind* and transfer to the Pasture line on the Manor Budget.

HERDER SKILL & HARDINESS (HR)

Animal yields MUST be adjusted for Herder Skill and species Hardiness. For *each* species, make a skill roll against the Herder ML, modified by Hardiness Rating (HR). For example, with Herder ML80, Goat EML is ML80+HR10 = EML90, and Sheep EML is ML80-HR10 = EML70. An index for each species is determined by the success roll against species EML.

CS: 1.10 **MS: 1.00** **MF: 0.95** **CF: 0.90**

SUMMER & WINTER LIVESTOCK

The animals recorded under *Head* represent the ***summer*** herds that exist from spring birth to fall slaughter. If the size of the smaller winter herd is desired, *divide* the summer herd by the following factors: Oxen 1.00, Cows 2.00, Goats 3.00, Sheep 2.50, and Swine 10.00. Hence, 150 sheep have a winter herd of 60.

Kind represents milk, wool, hides, and meat produced by the summer herd. Extra revenue can be gained from slaughtering some/all of the winter herd, but this reduces the herd size for the next year. Similarly, additional animals can be kept alive over the winter to increase a herd, but this reduces Kind yield for the current year. These options require adjustment to herd size and current yields at GM discretion.

LIVESTOCK DATA TABLE

Roll	Animal	Graze	HR	Days	Yield
•	Oxen	$^{1}/_{2}$	+0	17	130d
01-10	Cows	$^{1}/_{2}$	–5	20	188d
11-40	Goats	2	+10	5	40d
41-80	Sheep	3	–10	3	33d
81-00	Swine	10	+5	2	15d
--	Horses	1	+5	4	•

Graze: animals fed per *acre* of pasture.
HR: Hardiness Rating
Days: annual mandays to tend per *animal.*
Yield: Average yield per animal

Oxen are castrated bulls, trained to haul plows, wagons, sleds, etc. They have a lot of meat, but are rarely seen in the cooking pot. Traditionally, one ox can work one yard (30 acres) per year. However, oxen work only in pairs and two to four pairs are required to pull a plow depending on soil compaction. Oxen are budgeted for by devoting 20% of pasture acres to them.

Cows are kept mainly to birth oxen – breeding requires one bull per 20 cows. Each cow births one calf in early spring, and then provides about one gallon of milk per day for six months.

Goats are bred mainly to produce milk. After birthing two kids in mid-spring, nannies give one daily quart for six months. Goats are hardy and can live almost anywhere humans can.

Sheep are bred annually to produce wool, lambs, milk, and parchment. Each ewe births one to two lambs and gives one daily pint of milk for six months. Adults also give 2-4 pounds of wool in the early summer. Sheep thrive in almost any kind of terrain, but are disease-prone and favored as snacks by wolves and gargun.

Swine require minimal pasture because they can be fed dairy waste such as whey, and can graze on acorns, ferns, and leaf-fall of woodland – their natural habitat. They are prolific breeders; sows birth an average of 5 young *twice* per year, and they mature quickly to be slaughtered for hams, bacon, lard, etc.

Horses are not generated because they are raised primarily for warfare and riding. Their considerable expense is part of the lord's Household Budget. See: MANOR 22. Nomad cultures of Lythia eat horseflesh and drink mare's milk.

❑ TOPOGRAPHY

Not all manors are located in fertile river valleys. Some exist in highland areas, some along the coast, some near the forested edges of civilization. To allow for these differences, manors can be classified as *Lowland, Highland, Forest,* or *Coastal.* Each type has a unique mix of food production. The type depends on location at GM discretion. Mixed types such as *Highland/Forest* or *Lowland/Coastal* may also be handled by extrapolating the data.

[1] Lowland

Lowland regions have deep, rich topsoil, ample water, but are prone to flooding. Manors in such regions favor a balanced mix of crops and pasture and are highly productive. Lowland manors tend to be clustered in areas of early settlement and are the prized holdings of older noble clans.

[2] Highland

Highland manors are found in river valleys of hilly country or in the foothills of mountains. Such territory often marks the limit of civilized lands and the start of tribal or gargun ranges. Highland favors pasture and, if warm enough with southern exposure, orchards and vineyards.

[3] Coastal

Coastal manors lie by the sea, or upstream on a tidal river estuary. They often have poorer quality land due to salt spray and wind erosion of topsoil, but compensate with wealth from the sea. Manors located on a large inland water like Lake Benath or Lake Arain can also be classified as "coastal". Most fishing is done from dories although some wealthier tenants and the lord often own larger boats crewed by poorer tenants. A tenant official called a *Fish Warden* may exist to collect fees and ensure that no one is fishing illicitly.

There is a 50% chance that each tenant (except Craftsman) is also a fisherman. The lord charges an annual license fee of 24d to all fishing tenants and takes a share of their catch that is typically one fish in five. Although difficult to assess, it can be assumed that those with less land have more time to fish. Assume the tenant catches (40-Acres) x 2d6 pence of fish. The lord gets 20% of this amount.

[4] Forest

Forest manors are rich sources of furs, timber, and tribal goods. They exist on frontiers of civilized lands, especially in Orbaal. Lords of such manors tend to be youngbloods, skilled in arms and hunting. This is just as well since these outposts of civilization are commonly raided by gargun and tribesmen. The job of the forest woodward can be especially dangerous, and shepherds and swineherds can be confronted by large predators at any time.

Forest manors are similar to coastal manors, except *tenant* trappers are substituted for fishermen. They pay similar license fees, and a one quarter share of the pelts. Trapping in the lord's woods, if allowed, justifies a half share. Circumventing the lord's share increases the risk of already risky work. The lord protects his tenants, not his competitors, and accidents happen.

TOPOGRAPHY

Class	Woods	Crops	Pasture
Lowland	10%	45%	45%
Highland	20%	30%	50%
Coastal	10%	40%	50%
Forest	50%	25%	25%

Randomize: *subtract 5 and add 1d10.*

Wealth from the Sea

Fish is an important dietary staple. Manorial lords have the right to exploit inland and inshore fisheries, and license their tenants to do the same. Peasant fishermen take cod, eel, flounder, halibut, herring, perch, pike, salmon, sturgeon, trout, and many other species. They use nets, rods and lines, spears, bows, and traps. Most of the catch is salted, pickled, dried, or smoked for future consumption. When the fishing is good, some of the catch is taken to market and sold for cash.

Coastal manors produce more than just fish. Crabs, lobsters, oysters, cockles, and mussels, dulce (an edible seaweed), shorebirds and their eggs, and salt are also harvested from the sea.

Seals and sea otters are hunted for their pelts in Orbaalese waters. Whaling is a lucrative but dangerous occupation. A whale is herded into shallow water, where it is killed with harpoons and axes. One whale can produce several tons of meat, 4000 gallons of whale oil (an excellent, smokeless, lamp oil), and 1500 pounds of flexible baleen which is used to stiffen expensive clothing.

Wealth from the Forest

Forest manors can generate significant income from pelts gathered by trappers. In general, the lord can sell his share of pelts to a mercantyler for 50% of their retail price. Some enterprising lords encourage local tribesmen to trade furs for civilized goods and often get pelts for the equivalent of 10% of retail price.

Note: *furs sold in Azeryan and other places deep within the Venarian Sea have a significantly higher value than the Hârnic retail price. Getting them there, of course, is not easy, but see our publication* PILOTS' ALMANAC.

ACRE The basic unit of area measurement. The customary size of an acre may vary from one part of Lythia to another, but these rules assume a standard measure. On a local map an acre is roughly 200 feet square, or 20mm x 20mm.

ADULTERY An offense against the canon law of the churches of Larani and Peoni. Adultery is considered a more serious crime than LEIRWITE since it threatens the family, the foundation of Hârnic society.

ALEWIFE A village woman who brews ale, beer, cider, and similar alcoholic beverages. Most rural folk consume six to twelve pints of ale per day. When an Innkeeper franchise exists on the manor, alewives cannot (officially) brew for public consumption. Otherwise alewives take turns producing their favorite brew, and selling it from their cottage. This custom means the local "tavern" moves up and down the village from cottage to cottage.

AMERCEMENT A fine. Amercements are an important source of income for many lords. Common offenses under manorial custom/law include crimes of neglect, laziness, petty larceny, failing to deliver kind owed to the lord, avoiding boon work, poaching, or failing to maintain the cottage. These offenses are all violations of feudal obligation and carry fines of 6d to 48d (typically 12d). Fines may be levied in cash, kind, or labor (generally equating a day of labor to a penny) at the lord's discretion. Overburdening a tenant with amercement is considered a dereliction of duty on the lord's part. Freemen have the right of appeal to (royal) hundred or shire courts.

ASSART The process of clearing woodland or draining marshland, undertaken to increase the amount of cleared land. Assarting is often undertaken by freemen in exchange for three to five years of free rent, the origin of the term *free* holder.

ASSIZE laws fixing standards and prices for bread, ale, and other staples. Such laws are not common due to the influence of Hârnic guilds.

BAILIFF An officer appointed by the lord to govern in his stead. Many bailiffs are knights-bachelor, but anyone may hold the post. On some manors, the reeve serves as bailiff.

BAILIFF OF THE HUNDRED The chief royal officer in a hundred, directly responsible to the SHERIFF.

BALK A narrow strip of turf left unplowed to establish a boundary between SELIONS.

BEADLE Tenant officer responsible for the preservation of seed and winter feed for the livestock. He also impounds livestock that stray onto the lord's land, collects fines, etc. The office is often held by a yeoman as part of his feudal service, or by a trusted VILLEIN appointed by the lord. Also see, MANOR 13.

BLASPHEMY A lack of respect for a lawfully recognized deity, generally verbal disrespect. This is an offense against the canon law of all legally recognized churches. Punishment is scolding. Repeat offenders might have their tongue removed.

BOON-WORK Work that an unfree tenant must perform for his lord typically during the crucial harvest time. All adult (age 13+) unfree tenants, male or female, must harvest the lord's crops before they can harvest their own. This work is a boon to the lord, meaning unpaid. This effort can take 15-30 days of very hard labor. The lord generally gives free ale and a meal to all workers and can fine tenants who violate the custom. Boon works is included in the four days per acre assessment used to determine tenant obligations.

BYLAWS The body of custom governing cultivation and grazing, enforced by the REEVE. Violation of bylaws may be dealt with by the reeve, or brought to the lord's attention in the manorial court.

CHEVAGE An annual or monthly fee paid by an unfree tenant for the privilege of living off the manor. The amount varies from 12–60d per year. Remaining family of the absentee tenant are held accountable to pay the Chevage and to fulfill any other obligations due to the lord.

CHILDWITE A fine levied on some manors for bearing a child out of wedlock. In many regions, childwite is treated as LEIRWITE. The fine is typically between 3d and 24d, and usually paid by the woman. Childwite may be a confusing issue since it is often deemed a good idea to make sure a woman is fertile before marriage. Hence, out of wedlock pregnancies tend to occur in cases in which a man has reneged on a promise of marriage. This is also an offense (both canon and secular) which may be treated as breach of contract or as rape (the latter being a capital offense). Often, however, the male offender cannot be found. Little social stigma is attached to premarital sex and its consequences.

COASTAL MANOR A manor or abbey with direct access to the sea which can partly support itself by fishing. Manors bordering Lake Benath and other large bodies of fresh water are also considered to be coastal manors.

COMMON A portion of the manorial village where any resident may graze livestock.

CORRODY An old age pension purchased from or awarded by an abbey or other institution. Corrody is an individual contract, but always covers food and lodging.

COTTAR An unfree tenant with minimal land. Most cottars hold one to five acres, but some hold only their cottage and garden.

CROFT The garden surrounding a peasant's cottage. While it is usually less than an acre, the croft is a vital source of fruit/vegetables.

DEMESNE Manor land which the lord keeps for himself. The demesne is worked by unfree tenants who owe labor in exchange for their land. Some manors do not have demesne, a few are entirely demesne.

DISTRAINT A summons or arrest, often the first step in legal proceedings in the HALLMOOT.

ESSOIN A permission to delay, or an excuse to not attend court granted to a defendant or witness.

EXTENT Document listing lands, assets, stock, rights, and obligations held/owed in/by a manor.

EYRE Name sometimes given to a royal circuit court.

FARM Legal term for a lease or grant, for consideration, usually money. Some manors are farmed to a bailiff. Manorial lords farm to freeholders in exchange for fixed rent.

FREEHOLDER One who holds land in exchange for rent (rather than labor). See also YEOMAN.

FOREST MANOR A manor (or abbey) directly abutting a forested area, typically on the edges of civilization. Forest manors contain larger tracts of woods than is normal.

FURLONG (Furrow-Long) A group of SELIONS (strips) in an open field.

GERSUM fee paid to the lord for the right to take up a tenancy. It is a one time payment made by a tenant who is occupying a holding for the first time. It is not levied in cases of inheritance (see HERIOT & WARDSHIP). Gersum is 24-48d, varying by the size of holding.

GLEBE Land on a manor to support the local temple or chapel. The land is cultivated by local clerics and by adherents "working their tithe", or is farmed-out for Rent. See, MANOR 14.

GORE An odd-shaped piece of land. Gores may be left uncultivated or worked with hand tools.

HALF-VILLEIN An unfree tenant who typically holds half a yard (15 acres) in exchange for labor.

HALLMOOT The lord's court. See, MANOR 37.

HAMSOEKEN Assault within the victim's home. This is a more serious crime than assault outside the home.

HEADLAND Wasteland at the ends of SELIONS where the plow is turned.

HEDGEROW A dense line of cultivated trees (hawthorn is most common) which are the preferred method for dividing fields. Hedgerows make a vital and complex contribution to the agricultural ecology.

HERESY Contradicting, denying, or disputing official church doctrine. Penalties for this canon crime are always unpleasant, such as death by impalement, roasting, or burning.

HERIOT Death duty paid to the fiefholder by the heir of a tenant. It is traditionally the best animal of the deceased, but another chattel or cash payment may be substituted, and good lords will not cause undue hardship.

HEUSHIRE Rent paid on a house or cottage, generally fixed by custom or by farm contract.

HIDE An area of land, traditionally four YARDS. This averages 120 acres, but varies from one district to another based on land quality and imprecision in measurement.

HUE & CRY A method of pursuing a criminal whereby all within earshot must assist in the capture. This method can be dangerous for the suspect being apprehended.

HUNDRED A district, an administrative division of the shire. The chief crown representative is the Bailiff of the Hundred.

HURDLES Portable fences for containing livestock in specific areas of an open field. They are commonly used as obstacles for running contests at village festivals.

HERDER The chief herdsman responsible for the fief's pasture and livestock. Also see, MANOR 13.

KNIGHT'S FEE Sufficient land/resources to support a fully equipped cavalryman (knight). Traditionally, this is ten (10) HIDES, or twelve hundred (1200) ACRES.

LEIRWITE A fine levied against an unwed woman for sexual misconduct, and usually paid by the offender herself. Typical leirwite is 6-24d. Despite the fines levied for this offense, little social stigma is attached unless the maiden is formally betrothed.

LIEGE The person *from* whom land is held.

LORD The person who holds the MANOR. The purpose of a manor is to support the lord and his household.

LOVE-DAY An opportunity given by the lord to disputants in a court case to resolve their differences. If the disputants fail to resolve the issue, it is settled by the lord.

MANOR an estate consisting of tenant holdings and/or a lord's DEMESNE. Theoretically a manor has the amount of land required to support one knight.

MANORHOUSE The residence of the lord and his family and household.

MARRIAGE Marriage between rural peasants tends to be informal, and may consist of nothing more than a kiss and a promise exchanged in public. Formal religious ceremony is, however, a growing custom.

MASLIN A mixture of wheat and rye flour, sometimes barley and rye flour, from which peasant bread is made.

MEADOW The part of the manor where grass is grown for winter fodder. The meadow is often the best land in the fief.

MERCHET The fee paid by an father to his lord for the right to marry off his daughter.

MOOT A village meeting and/or the place where it is held (mootplace). The REEVE presides and all aspects of village life and bylaws are debated. See also HALLMOOT.

MORTUARY Death duty paid to the church by pious adherents, traditionally the second best animal. The Peonian church will not accept mortuary if this causes great hardship.

MULTURE The miller's share of the grain he grinds: typically one, two, or three parts in twenty.

PANNAGE Annual fee paid by tenants in exchange for the right to graze pigs in the lord's woods.

PARISH A religious district of a church which contains at least one temple and a variable number of smaller chapels. In the feudal kingdoms of Hârn, where the Church of Peoni dominates peasant worship, there tends to be one chapel to Peoni per manor. Other faiths have far fewer (larger) parishes.

PASTURE Land used for grazing livestock. This is mostly the cleared land left fallow each year, but some areas of permanent pasture may exist, such as hilly areas too steep for plow oxen to work.

POTTAGE A stew that is a staple part of most peasant diets. A large pot simmers on the hearth day and night, into which all kinds of vegetables, grains, and scraps of meat are thrown as available in season. The ongoing cooking keeps the food from spoiling because bacteria cannot survive the high temperatures.

PLEDGING legal guaranty of one villager for another's court appearance, good conduct, payment of a debt, etc.

PUNFOLD An enclosure wherein the lord keeps stray animals until their fines are paid. The punfold is generally managed by the BEADLE. .

QUARTER Unit of volume, eight bushels.

REAP REEVE An unfree tenant appointed by the REEVE to help supervise the harvest. Also called a warden of the autumn.

REEVE An elected or appointed VILLEIN who performs most of the managerial functions in a manor or village. The Reeve presides at the village MOOT, decides what crops to plant, supervises the formation of plow teams, and generally makes sure that everyone does their proper share of work. On some MANORS, the reeve collects rents, levies fines on tenants, sells produce for the lord, and makes purchases for the manor. Records are kept on TALLY STICKS of the produce harvested, and the respective shares delivered to the lord, to the tenants, to market, and to storage. Also see, Manor 13.

RING Unit of volume, four bushels.

RUSHLIGHT A rush soaked in tallow. The principal form of illumination in many households.

SEISIN Legal possession/occupation/ tenancy of land/property.

SELION A half acre strip of land in one of the arable fields (or meadows). Each selion is held by one tenant household which usually holds multiple selions scattered throughout the fields. Selions are grouped in FURLONGS, each of which may be planted in a different crop.

SENESCHAL Another name for Steward.

SERF An unfree tenant. There are three main classes, depending on acres held: Villein, Half-Villein, and Cottar.

SHERIFF The chief royal officer in a shire, directly responsible to the king (or more likely the Lord Constable). The crown often farms shires, exchanging the right to govern and tax the king's subjects therein for a fixed sum paid by the highest bidder. The name Sheriff is derived from *shire-reeve.*

SMALL BEER A weak ale, made from the second or third brew of the same malt and hops. It is mostly consumed by children, the sick, and the very poor. Small beer does not taste good and has little alcohol (few redeeming features in fact) but it is healthier than water.

SPINSTER A person who earns income by spinning and/or weaving, usually for the Clothiers' Guild. This activity provides good income for some households.

STEWARD An officer appointed by a fiefholder to oversee substantial holdings, particularly those held by a BAILIFF of the lord.

TALLAGE a tax levied at the lord's pleasure. Tallage can be an arbitrary assessment, but is more often based on acres held, or is a poll tax on the number of adults living in the household.

TALLY-STICK the preferred accounting method for most reeves: transaction records are made by notching sticks. For an experienced REEVE, the technique is efficient and accurate.

TITHE An annual fee paid to a church by a pious adherent, typically equal to 10% of produce. Poor folk are often allowed to "work their tithe" by providing labor for acres held by the local chapel or temple.

TOFT A peasant's cottage. Also see Croft.

VILLEIN The wealthiest class of unfree tenant. The villein typically holds a Yard (30 acres) of land.

VIRGATE Another name for a Yard, or 30 acres. It is the traditional holding of a Villein, who is sometimes called a Virgater.

WARDSHIP Guardianship exercised by a lord over an orphaned minor, or widow. In return for this service, the guardian takes revenue from the holding. The practice is much abused and fiefs under wardship are often stripped of their wealth.

WASTE Land that is "wasted". This is not useless land; it is land which for one reason or another is currently unused. Insufficient labor or seed, crop disease, or military factors may be responsible.

WITCHCRAFT Conjuring or consorting with demons and spirits, disposing of souls, spell casting, etc. The definition of Witchcraft varies from region to region, but is usually a canon crime punishable by death (burning). Rural peasants are a superstitious lot; Shek-Pvar are always wise to keep their activities well concealed on country roads and manors. Rural priests can be especially deadly antagonists.

WOODWARD A manorial officer appointed on some MANORS to protect the lord's woods, manage ASSARTING, and ensure that tenants to not abuse their rights to swine grazing, foraging, and collecting dropwood. Also see, Manor 13.

YARD 30 acres (or 60 SELIONS) of cleared land, suitable for cropland and pasture. The actual amount varies according to the productivity of the land and other factors and can range from 20 to 40 acres.

YEOMAN A freeholder who holds land in exchange for military service. Most yeomen are equipped as Light Foot, but there is a growing custom for them to be trained longbowmen. Also see, Manor 12.

MANOR EVENTS

A vibrant manor, with a life of its own, adds depth to the role-playing experience and makes the whole game seem more real. This section contains rules for generating a number of problems to trouble the lord's repose.

All random events are meant to be inspirational rather than hard and fast rules. Discard any event that seems excessive or just wrong for the situation. The idea is to create headaches for the lord, not the GM.

Generating Events

It is best to pregenerate a schedule of manorial events for the next year in advance, or at least for the next quarter. This gives the GM time to devise suitable plot-lines and prepare whatever NPCs and other game resources may be needed.

[1] Take a blank Annual Calendar (see: *HârnPlayer*) and highlight the days holy to the local gods, usually Agrik, Ilvir, Larani, and Peoni. Also note the day each month when the lord holds *Hallmoot*, typically the 10th day, but not a holy day.

[2] Roll on the ***Manor Events*** table once per month and record each event (in advance). Randomly determine the day of the event.

[3] See *Manor 37* for Hallmoot Events.

01-05 MANOR RAID: The lord must defend his tenants against raiders, although few would really expect him to challenge an invading army. Choose an event suitable for the situation and season or randomly generate with 1d6:

1 Brigands
2 Vikings
3 Tribesmen
4 Knights
5 Gargun
6 Predator(s)

See *Manor 36* for guidance.

06-10 WEATHER EVENT: Rogue weather can have devastating effects on the manor and its occupants. Choose an event suitable for the season, or randomly generate with 1d6:

1 Storm
2 Blizzard
3 Frost
4 Drought
5 Flood
6 Tornado

See *Manor 36* for guidance.

11-20 CRIME/JUSTICE: A serious crime or tenant dispute occurs on the manor. The lord must identify, apprehend, and punish the perpetrator, or resolve the dispute.

See *Manor 37* for guidance.

21-30 NEIGHBOR DISPUTE: Neighbor lord claims:

•Part of your fief belongs to him; resolve at Hundred or Shire court.

•Your tenant(s) have stolen some of his livestock, or committed some other crime on his fief.

•Your livestock graze on his property.

•Your manor is harboring a runaway or criminal.

•Other (GM discretion).

31-35 CLERIC VISITOR: A party of 1d6 clerics visit the manor. A decision to offer hospitality (or not) may involve the lord in religious politics. The clerics are engaged on one of the following:

- Soliciting donations or tithe.
- Inspecting the local cleric.
- Investigating a report of a miracle or other spiritual event.
- Travelling to somewhere else, perhaps on a pilgrimage, or fleeing authority.
- Preaching – possibly disrupting.
- Conducting an inquisition after heretics, apostates, etc.
- Engaged in non-church business.
- Are brigands posing as clerics.

36-40 NOBLE VISITOR: A lord, liege, or vassal visits. Such visits can be very expensive, especially if the guest is reluctant to leave. Perhaps the guest is a traitor or spy and the fiefholder is enmeshed in a web of intrigue.

41-55 OTHER VISITOR: The fief is visited by a mage, scholar, guild official, group of adventurers, troupe of thespians, caravan of merchants, and the like. The visitors may not be what they claim to be. The trade index (*Manor 16)* can be a guide to the extent and nature of visitors.

55-60 LIVESTOCK DISEASE affects half (50%) of one random species of livestock. The hardiness of the species can modify loss at GM discretion. ALL afflicted animals must be destroyed and their bodies cremated. If you are not recording separate livestock, then reduce Pasture Yield by 20%. The disease may spread to neighboring manors unless dealt with promptly.

61-62 PLAGUE strikes 1d6 x 10% of tenants. Determine virulence by randomly rolling a Contagion Index from 1 to 6 and a Healing Rate from 1 to 5. See Physician 4 in *HârnMaster*. Check to see if the disease spreads to the Manorhouse. Reduce available labor by the appropriate amount.

63-70 FIRE: Forest and crop fires are likely in summer when vegetation is dryer. House fires are a hazard in winter when tenants seek more warmth. There is a 10% chance the mill (or some other building) is on fire. Unless someone can save the mill, rebuilding it (by the guild) takes 1d6 months and until then grain must be ground at a neighbor's mill for extra cost and cartage.

71-75 MYSTERY: Someone or something vanishes or mysteriously appears. Perhaps a tenant has been kidnapped, or an object of religious significance has disappeared (or appeared).

76-80 DISCOVERY: A discovery on manor lands. Refer to *Manor 21* "What's in my woods?"

81-90 NEW HOUSEHOLD: Generate random tenant (*Manor 9*). The lord cannot grant land he does not have. Unfree tenants must get Cleared Acres, pays GERSUM equal to sixpence (6d) plus one penny (1d) per acre, but gives no other income until next year. Freeholders may be granted Cleared Acres as above, or Woods to assart for some special deal such as no Rent for 3–5 years.

91-00 OTHER EVENT: Use *HârnMaster* encounter tables (*Campaign 11*) to generate an appropriate event, or make up one of your own.

MANOR RAIDS

Raids can come in the form of vikings, brigands, tribesmen, knights, gargun, or predators.

[1] VIKINGS: Booty is an important source of income in Orbaal and Ivinia, and thrall labor is essential to the Ivinian economy. Warbrides are also important; at least three wives are necessary for the ambitious Ivinian male to have any prestige at home.

Viking raids comprise 1d3 warboats, each containing about 30 warriors. Favored weapons are swords, axes, and shortbows. A common tactic is to strike out of the morning mists at dawn, seize whatever can be carried away, and burn the rest.

There is a 5% chance the attackers will colonize, meaning the raid will not stop until all defending combatants are dead or captured. Once the attackers have secured the manor, wives, children, thralls, and livestock may follow. Survivors will be put to work as thralls and treated honorably (but not necessarily well).

[2] BRIGANDS: Similar to a viking raid except the attack is likely to come from the land and the attackers are usually less numerous. Unemployed mercenaries and outlaws often resort to brigandage.

[3] TRIBESMEN raid to discourage further expansion into their land, or to acquire livestock, food, or slaves. If they are trying to discourage or punish the manor's expansion, favored tactics include burning the mill or village. Tribesmen are unlikely to assault a well-defended manorhouse.

[4] KNIGHTS: Company of knights and/or foot invade the manor seeking pleasure and plunder. Depending on location and the local military situation, there is a good chance the raiders are from a hostile fighting-order. Such raids are only likely to happen if the invaders feel there is no chance of effective reprisal. They may assault the manorhouse.

[5] GARGUN: Gargun complexes are constantly on the verge of starvation, and cannibalism, while not uncommon, is less preferable than fresh mutton or beef. Gargun typically drive off an animal or two for later eating. There is a 10% chance the gargun raid is a *swarm* seeking a new home. Gargu-arak may settle in the lord's woods, others will just destroy everything in their path until they discover a suitable cavern to adopt.

[6] PREDATOR: a creature of some kind raids the village. Wolves and bears are common, as are legends of werewolves and werebears. Dragons are always fond of horseflesh; hungry dragons are less picky.

WEATHER EVENTS

Weather events can have devastating effects on the manor and its occupants. Choose a Weather event that is appropriate to the season and current weather.

[1] STORM: Storms can topple trees and homes, flood rivers, and destroy crops. Most rural folk know the warning signs in the clouds and do their best to protect their possessions and seek cover. Damage to buildings depends on construction type and the force of the storm.

Building Strength	
4	Daub & Wattle
6	Wood
10	Brick
12	Stone

Increase or decrease by 1 for building quality.

Storm Force: Roll 1d6 to determine severity: a Force 1 Storm is just a bit rougher than usual weather, a Force 6 Storm is something people will talk about for years. Subtract the Storm Force from the Building Strength, then roll 1d6. If the number rolled *exceeds* this value, the building takes structural damage proportional to how badly it failed the roll. Tree damage can be severe - roll 1d6 and multiply the result by Storm Force to determine the percentage of trees destroyed. Reduce appropriate yields by that amount. Fallen trees must be removed/replaced but the timber is valuable.

[2] BLIZZARD: Winter storm. As for STORM, but with 1d6 feet of snow falling over 1d3 days. During a blizzard, people cannot get about much and are largely cottage-bound. Minor problems can turn into emergencies for want of normally prompt action. Frostbite and hypothermia often take lives.

[3] FROST: Unseasonal frost damages crops in the field. The extent of damage depends on the Hardiness Rating (*Manor 29)* of the crop, ranging from 10% damage (+20 hardiness) to 60% damage (–30 hardiness). Use 30% damage if Hardiness is not being used.

[4] DROUGHT: Too little rain or too much sun at the wrong time. Duration 2d6 x 10 days. A drought reduces Cropland and Pasture yields by 5% per 10 days duration. Irrigation lessens the effect if available.

[5] FLOOD: Water levels in rivers rise from mid-spring to mid-summer and may flood and cause extensive crop damage. Saltwater floods caused by high tides and storms may cause long-term damage (LQ penalty) to coastal cropland. An important stream may be diverted or dammed, perhaps by a landslide, beavers, or a neighbor. Water is life; the lord must act promptly.

[6] TORNADO: Summer and early autumn, on hot cloudy days. Cuts a 10-60 yard wide swath of total destruction across manor lands. Have storm enter manor from a random map side, then every 100 yards roll 1d6:

1–2 Storm continues in same direction
3–4 Slight change of direction, 3 left, 4 right
5–6 Hard change of direction, 5 left, 6 right.

HALLMOOTS

A lord might have to deal with dozens of cases in the course of a year, but in roleplaying this is rarely practical. However, it is a good idea to play out at least one Hallmoot in detail to give players a sense of manorial justice, and to give a GM a chance to assess the lord's legal policies and management style. A court session or two can also generate events that lead to adventures.

Hallmoot Procedure

When a hallmoot is to be roleplayed, the lord, reeve, and defendant(s) must be developed to some degree. The lord must settle the facts of the case in his mind – sitting in judgement is primarily a matter of sorting through different versions of the same story.

Hallmoot Events Table

To generate cases, roll on the *Hallmoot Events* table (right) once per five (5) tenant households. Only significant events are listed because petty events are usually informally resolved by a tenant officer prior to a court.

At the hallmoot, the Reeve (GM) brings each matter to the attention of the lord, describing what he knows and perhaps, if asked, noting the customary law that may apply. The lord deals with each event as he deems fit. The customary fine may be assessed by the lord without comment, or he may wish to say a few words to the defendant or to the assembled court.

The GM should assess each decision first in terms of customary law, and then its likely effect on tenant goodwill and the lord's reputation with other magnates. Overly lenient or harsh judgements may not have the effect intended. For example, leniency may seem justified when times are tough, but there will inevitably be some tenants who will resent another being treated lightly if they got tougher justice.

A player should earn development rolls for the skills of *Rhetoric, Oratory*, or *Law* to reflect the experience gained.

Note: *For slaves and unfree tenants the lord's verdict is final. Freemen can appeal to the king's justice at a hundred or shire moot.*

See ***HârnPlayer 21*** for more detail on Hârnic Law.

01-07 ARSON: Setting fire to another's property, directly or indirectly.
Penalties: *fine, restitution, death by burning.*

08-20 BATTERY: common assault causing injury. Assault without visible injury is rarely considered a crime.
Penalties: *restitution, pillory, flogging.*

21-25 FRAUD: cheating a villager.
Penalties: *fine, restitution, death.*

26-30 CORRUPTION: A manorial officer is accused of improper activities.
Penalties: *fine, loss of office, branding.*

31-35 CONSPIRACY: advocating, inciting, or planning any crime.
Penalty: *same as the conspired crime, often after torture to implicate other conspirators.*

36-45 LARCENY: defendant is accused of theft of an animal, food, or tool. Livestock are marked with red ochre with a distinctive symbol, but the marking may have been accidentally or intentionally destroyed. Stealing food is severely punished unless the tenant can prove he was starving.
Penalty: *pillory, restitution, fine, flogging, imprisonment, hanging.*

46-55 LAXNESS: doing less work than is expected such as:
•Failing to maintain his cottage in good repair
•Failing to work in accordance with the reeve's instructions.
•Failing to keep his livestock from straying into cropland.
Penalties: *fine 3-24d*

56-60 LEIRWITE: an unmarried woman is accused of having sex. This crime is always a good source of revenue.
Penalties: *fine 6-12d.*

61-65 MURDER: killing a commoner without cause or provocation. Killing a noble, even in self-defense, is a certain date with the hangman.
Penalties: *restitution, fine, hanging.*

66-75 POACHING: defendant is accused of hunting, fishing, or foraging on manor lands without permission. This is a felony (state crime) on royal lands.
Penalties: *restitution, fine, flogging, branding, mutilation, banishment, death.*

76-80 RAPE: sexual assault of a male on a female. The defendant must normally be caught in the act to be brought to trial. The word of the victim, unless noble, will rarely convict.
Penalties: *flogging, restitution, castration.*

81-85 REBELLION/REVOLT: taking up arms against a lawful liege.
Penalties: *loss of property, death.*

86-90 TEMPLE CRIME: A crime against a legally recognized church. These include ADULTERY, BLASPHEMY, HERESY, and WITCHCRAFT, all of which are described in the ***Glossary***. Unless the judging lord is a Lay Brother, the defendant will be turned over to a Canon Court for trial and punishment.
Penalties: *branding, mutilation, and death by stoning, burning, or impalement.*

91-00 LORD'S BLESSING: Hallmoot is where the lord approves marriages and inheritance issues. Since all property is held by the lord, including all freeholds, a tenant cannot inherit unless the lord approves. Such petitions are rarely refused, provided the appropriate fees are paid, or at least promised for the near future. Choose events to be heard from the following list:

Amalgamation: two tenant households wish to merge by marriage or adoption. This requires payment of a negotiable fee.

Chevage: tenant wants to temporarily live outside the manor and agrees to pay an annual fee for the privilege. Chevage is typically 24–48d per year. Current obligations for the land must still be met, or the land is forfeit. Freeholders do not pay *Chevage,* but can be charged with fraud if they abandon their land before their farm (contract) expires.

Manumission: tenant wants to to be permanently released to seek his fortune. The tenant offers 20-120 pence for this privilege (negotiable) which varies with the current labor supply.

Merchet: tenant wants to betroth one of his daughters. Typical fee is 12–36d.

Status Dispute: a tenant claims freeman status while the reeve/lord say he is unfree. Since the status of the land worked, free or unfree, is de facto evidence of legal status, the onus lies with the tenant to prove his status. Generally, the tenant must prove his father was a freeman and swear that he has never (since birth) acknowledged unfree status to any lord.

TENANT FATE

The welfare of tenant households is subject to change. This is determined each year prior to Manor Budget. Ideally, the Tenant Fate involves negotiation between the tenant and the lord. The routine generates changes to acres held, and to labor and kind obligations. *Temporary* changes (valid only for one year) are entered only as adjustments in the *Notes* column. The lord is at liberty to grant all, part, or none of a tenant petition. If the lord is unreasonable, the tenant might take illegal action.

Tenant Fate Routine

[1] Skill Development Roll

Make a normal skill development roll for each tenant. Assume a skill base of 10 for all tenants, hence the roll is made at 1d100+10. Tenant ML increases by one (1) if the roll exceeds the current ML.

[2] Skill Roll

Make a success roll against Tenant ML, modified at GM discretion. Manorial officers deserve a bonus of +10. Also modify for Weather from -20 (Disastrous) to +20 (Excellent).

[3] Fate Roll

Roll 1d100 on the Tenant Fate table, modified by the Tenant success level generated in [2] above.

CS: +30 MS: +10
MF: -10 CF: -30

Example:

[1] A tenant has ML78. The 1d100+10 development is 82 meaning an increase to ML79.

[2] A normal skill roll is now made against ML79. No modifiers for office or weather apply. Assuming a roll of 63, the result is Marginal Success (MS).

[3] A 1d100 roll is made on the Tenant Fate table. The roll is 68 but the MS gives +10 for a score of 78. This result gives a Land Petition *of 1d10 acres, generated as 4 acres. The tenant offers 16 days Labor or 24d Rent for these acres and the lord agrees or negotiates.*

01–10 ECONOMIC COLLAPSE

Household will suffer total collapse in 1d6 months unless the lord provides a subsidy of 2-12d Kind per acre. If the lord agrees, enter the subsidy in the *Notes* column. If the subsidy is denied, the household abandons the land when the collapse occurs and the holding reverts to the lord.

11-30 TENANT HARDSHIP

Tenant requests assistance from the lord offering to pay 25%, 50%, or 75% of his normal obligations. If the petition is refused, the chance of economic collapse (above) is shown in square brackets. Concessions are entered in the Notes column.

01–60	Pay 25% Obligations [80%]
61-90	Pay 50% Obligations [50%]
91-00	Pay 75% Obligations [20%]

Both parties may negotiate. The lord has the right to demand permanent contract changes for concessions. This might be higher obligations for the same acres, conversion of some free acres to serf acres, and so on. Unreasonable demands by the lord are likely to be accepted, but this brings a 25% chance of economic collapse.

25–35 HERIOT

The head of the household dies or disappears. but leaves an heir acceptable to the lord. The heir must pay *heriot,* traditionally the best animal, but often valued at 60d + 1d per acre. Heriot is entered in the *Notes* column. Regenerate Household ML for the heir.

36-40 WARDSHIP

Tenant leaves a widow or minor as heir. The lord probably exercises the right of wardship until the widow remarries or the minor comes of age. Under wardship, the lord converts Labor owed (if any) to Rent at the rate of one day equals one penny, and then takes 50% more Rent than normal.

There is a 10% chance that no heir will be acceptable to the lord. Holding reverts to the lord.

41–60 AVERAGE YEAR

Tenant can meet his obligations and is happy with his current status.

61-70 TENANT EVENT

The tenant household has a special event which may be developed at GM discretion. Possibilities include robbery, discovery of buried treasure, crime of passion, family member disappearance, runaway, adoption, birth, wedding, or supernatural visitation.

71-90 LAND PETITION

Tenant petitions for 1d10 additional acres. If a household already has 30 acres of unfree land, the petition is usually for freehold land. Freeholders rarely want unfree land. Tenant offers 4 days labor per unfree acre, or 6d Rent per free acre. Terms are negotiable. Any acres granted by the lord must come from his current demesne. An increase in acres may result in a change of class, such as cottar to half-villein.

91-00 COMMUTATION

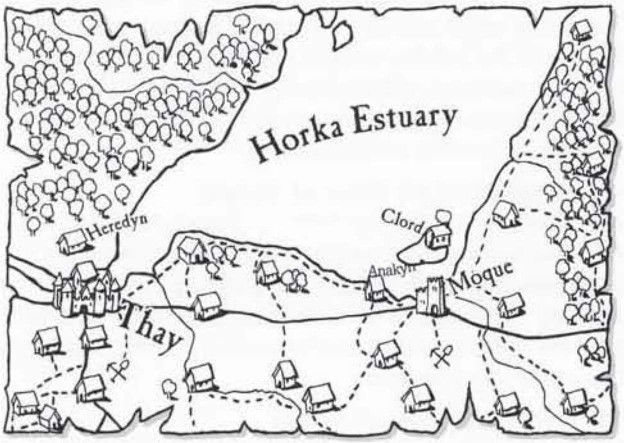
Serf offers to pay Rent instead of Labor for some/all unfree acres. The offer may be temporary or permanent. Rent offered is generally six pence (6d) per acre, plus a one-time fee of 12d per acre for a *permanent* commutation. Permanent conversion of all Serf Acres to Free Acres means transformation to freehold status.

Freeholder makes a new Land Petition for 2d10 acres.

Yeomen petitions to convert military service into Rent (permanent) or Scutage (temporary). The *monthly* "cash value" of a yeoman's military service can be calculated from the Household Military support table on *Manor 21*.

CLORD

Location: Lenedshire, Kingdom of Melderyn
Holder: Church of Peoni
Liege: Church of Peoni
Population: Village 123; Abbey 29



Clord is located on Anak, a small island off the south shore of the wide Horka Estuary. The island is a plateau about eighty feet high in the north, sloping gradually southward to sea level. Steep, chalky cliffs define the coast for most of the island's girth. The island has a shallow, peaty topsoil with numerous limestone outcroppings. There are few trees except those planted by islanders, but natural patches of broom and heather thrive.

Most of the population live in Clord, which is located near the center of the island. Anakyn, a small fishing hamlet on the south coast of the island, has three households, all free fishermen, who pay a total of 72d in license fees and 180d rent. The fishermen provide a ferry service to Moque, just under one league distant.

Originally, the manor was a holding of Sir Allyn Wederine, Baron of Moque. Clord had been managed for the baron by a younger brother, Sir Haltewn Wederine, who drowned in 715 when a ferry to the island foundered in a storm. The baron was pondering which of several relatives to appoint as the new bailiff when he was told by his household physician – also his chamberlain – that he had contracted leprosy. The baron, just 35 at the time, soon became eager to support treatment for lepers, and agreed with his wife's suggestion to gift Clord to the Peonian church. The baron hastened to sign a deed to transfer the manor to the Church, stipulating that the lands must be used to support a hospice for sufferers of leprosy and other incurable diseases.

Abbey Development

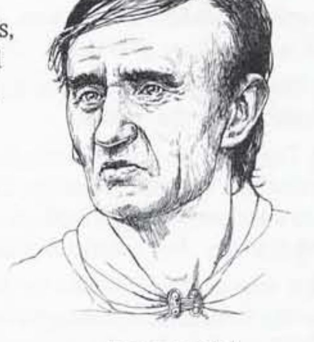
Anak Island was well suited as a site for a hospital, being isolated from the mainland yet large enough to support a monastery. The Sulaplyn (bishop) of Melderyn wanted to set up a hospice/abbey to stress the virtues of the Peonian ideal – a self-sufficient abbey dedicated to the treatment of the sick.

The Sulaplyn also wanted to found a monastery that would rival *Heredyn,* a leper hospital five leagues upstream, opposite Thay. The bishop felt Heredyn had become too rich and powerful. He chose Jaremeld, a Lerovana (Master of Healing) from Heredyn to be Pelnala (high priest) of Clord. Jaremeld had been campaigning for a return to asceticism, a doctrine which the bishop felt was more suited to the faith. The Pelnala of Heredyn was glad to see Jaremeld go, but not to hear that the Sulaplyn planned to transfer more Heredyn monks to Clord once it had been established; he has been busy seeking ways and allies to frustrate the bishop's plan.

Once the church had legal control over Clord, the Sulaplyn hastened to send an encyclical letter to all the monasteries in Melderyn and beyond. The encyclical requested each monastery to select one ebasethe (priest) and one esolani (acolyte) to found a new abbey and hospice at Clord. Six monks led by the newly appointed Pelnala arrived in the spring of 717 and were joined by the existing ebasethe of Clord. This small corps of monks moved into the manor complex and started planning the construction of the monastery. Four sons of local serfs petitioned the Pelnala to join the Church as esolani. The monks were later joined by an ebasethe from Kaldor, another from Shorkyne, and a fifth local esolani.

Jaremeld decided that the monastery should be built northeast of the village on demesne land. Work started immediately on the hospice, barn, and workshop, all of which were built in the first year. Orchard and herb gardens were planted in 718, and construction work on the temple began that year under the direction of a master mason. Before construction halted for the winter, about a third of the temple had been built and foundations for the chapter house, dormitory, kitchen, and bath house had been completed.

The hospice currently has fourteen patients, all lepers. Although the lepers are restricted to abbey grounds, most islanders are terrified of contracting the disease. Almost half the serfs have petitioned to leave the island. Jaremeld is sympathetic, and has promised to free all serfs within five years. Freeholders can leave now, if they wish; none have.



Jaremeld

Economics and Agrarian Life

The fief has a total of 1320 acres. Though the island has more land available, most of it is rocky crags and sphagnum bogs unsuitable for cultivation or even grazing. Of 1126 cleared acres, the tenants hold 607 and the monks hold 519 as demesne.

The crops grown on the fief have to be hardy, being exposed to high winds, salt spray, and heavy rainfall. Rye and oats predominate, and some barley is grown. Cabbages and spinach are the principal vegetables, though in more sheltered spots beans and peas can be cultivated. Fruit trees are successful if protected from the wind, and a few villagers have hazel trees. Sloes and elders also grow in isolated groves.

Pigs and goats are kept by villagers, both of which thrive if kept away from the deep bogs. The monastery inherited the demesne prize: a herd of hardy, longhaired, Orbaalese cattle.

LOCAL MAP KEY

Clord is situated near the center of the island, in a shallow swale surrounded by gentle hills.

[A] The old manorhouse. Most structures are sixty to seventy years old and in need of repair. The great hall is now a refectory, dormitory, and chapter house. When the monastery is complete, the plan is to renovate the manorhouse as a guesthouse.

[B] The Great Wood stretches off-map to the east and southeast. It covers nearly ninety acres and most of it was planted around 670 by the grandfather of the current Baron of Moque.

[C] The village common. Permanent pasture formerly grazed only by the lord's livestock. Jaremeld has now made it available to all tenants, under the guidance and control of the herder [4].

[D] The Lordship Pond is about three-quarters of an acre in size and was created by damming two streams. It also doubles as the millpond, ensuring the watermill has a steady flow of power.

[E] The old chapel is still in use while the monastery complex is under construction. The area within the stone wall is the village graveyard. See CLORD 6.

[F] Meadowland reserved to grow hay to support livestock over the winter.

[G] The new monastery complex. Most buildings are just foundations or half-built walls. The *hospice* in the southwest corner is finished, as is the workshop in the Herb Garden. For more information, see CLORD 5.

[H] A new orchard planted by the monks. The oldest trees near the road are beginning to bear some fruit, but it will be 5-10 years before the orchard is fully productive.

THE VILLAGE RESIDENTS

The key numbers below correspond to the numbers on the GM Map and the *Village Census Form*.

1 MILLER (Arwyn of Gilner)

Size: 4 Quality: *** Prices: Average

Arwyn's mill is powered by the waters of the Lordship Pond. The water mill and drying and baking ovens are located in the building next to the stream. Arwyn has a separate cottage and barn nearby. The miller's eldest son, Aredar, became a Clord esolani in 717. A wife and two younger sons assist with all chores.

2 CHARCOALER (Edar of Peskil)

Size: 3 Quality: **** Prices: High

Edar is a former serf, freed by Jaremeld in 718 for his invaluable help with clearing and planting the new orchard. He acquired the Charcoaler's franchise last year after the previous freemaster moved to the mainland. Edar has a wife and two sons.

3 COTTAR (Clyn of Asdar)

Clyn's real name is Asdar which he now uses as a family name. He is an escaped slave from Azeryan who in 717 murdered his former master and then stowed away on a merchant ship bound for Chelemby. Discovered stealing some food, Clyn was promptly cast overboard. A good swimmer, the current carried him to Anak and, barely alive, he was brought to the monastery hospice where he soon recovered. Clyn, who is well over six feet tall and has great strength and endurance, was granted his cottage and land by Jaremeld in exchange for help with building the monastery. He has become a popular and accepted member of the village and recently married Finroed's [14] eldest daughter.

4 VILLEIN/HERDER (Gardyr of Kethar)

Gardyr looks after the abbey's herd of longhaired cattle. They are mainly pastured on the village common and on fallow land, but are also herded once per year to a small range of sweet grass near the south end of the island. Gardyr has a wife and seven children.

5 VILLEIN/REEVE (Asgyr of Devron)

Asgyr is the head of the largest peasant clan on the island. Few reeves have as much autonomy as Asgyr. He has two wives (unusual for a Jarin), five children, and has acquired a great deal of wealth in livestock. Asgyr fills all the normal functions of a reeve and more, acting like a bailiff at times. Jaremeld allows him almost total management of the village cropland and pasture provided he delivers the monastery Demense Income of not less than £80. This is sufficient to feed the monks and patients, and allows Jaremeld to send £30 to the Primate of Peoni in Thay to support the church. Asgyr is unhappy that his island has been "invaded by gulmorvrin", but he also knows he could never duplicate his good life at Clord anywhere else.

6 HALF-VILLEIN (Girant of Porig)

Girant lives with his wife and two adult daughters. One is beautiful, the other plain, but neither are, to Girant's dismay, much interested in marriage.

7 VILLEIN (Lenor of Porig)

Lenor has a wife and four sons ages 6 to 17. A fifth son, Shanwyr, is an esolani of Clord. Though Lenor is content to remain on the island, his older boys argue that only lepers and embalmers have a future on Anak.

8 SALTER (Taran of Gertel)

Size: 1 Quality: ** Prices: Average

Taran has a wife and young daughter. He came to Anak last summer to replace the deceased salter. Taran works hard but other than jellied eels, his products are not the best. While searching southeast of the village for a new source of rock salt, Taran discovered a concealed entry to a limestone cavern of indeterminate size and length. He would like to explore further, but not alone.

9 VILLEIN (Canveld of Kethar)

Canveld's household includes his wife, his mother, and four children. He is a happy-go-lucky character, noted throughout the village for his beautiful singing voice and his ability to whistle accurate bird calls. Jaremeld likes to have Canveld sing the praises of the *Lady of Truth and Maker of Balms* at lay masses. Canveld is also something of a prankster and has used his whistling talent to confuse many a bird hunter.

10 VILLEIN (Baryn of Crestin)

Baryn and his wife have three daughters and one son. This family's repeated requests to leave the island have been deflected with a recent grant of six new acres.

11 COTTAR (Kori Daas)

Kori is the lone survivor from a dragonship which wrecked on the northwest coast in 707. He was nursed to health at the chapel and avoided hanging only by the intervention of the local priest. He has become an accepted member of the Clord community. Kori married Lyden's [19] daughter five years ago and has a baby son.

12 VILLEIN/BEADLE (Adyr of Kethar)

Adyr the Beadle has a wife, two children, and also supports his younger brother and his wife. Adyr has been uncomfortable in his duties of late because the rising discontent among tenants make the job of collecting taxes, fees, and fines more difficult. Other than this, Adyr has a plum job that would have lots of applicants should he tire of the work.

13 HALF-VILLEIN (Beli of Crestin)

Beli and Finroed [14] are brothers. Beli cares for his aging mother, and has one adult son and one young daughter, and two fosterlings in his household. An elder son, Minkar, is an esolani of Clord. Beli's wife died last winter of pneumonia.

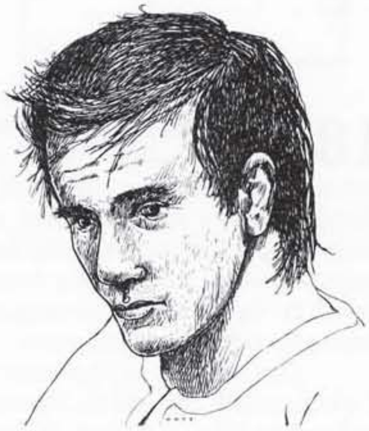
14 HALF-VILLEIN (Finroed of Crestin)

Finroed performs some of Beli's [13] labor obligation. Finroed and his wife have two young sons, and one adult son age 14. An adult daughter, age 16, recently married Clyn [3] and moved to his cottage.

15 HIDEWORKER (Gwen of Kelig)

Size: 2 Quality: *** Prices: Average

Gwen was born in the village and was apprenticed to a mainland hideworker before returning to the manor as a bonded master. When the manor was deeded to the church, Gwen took over the franchise of his childless elderly uncle who lives with him and still works a few hours each day. Gwen undertakes all functions of leather working: butchery, skinning, tanning, manufacturing, cleaning, and repair. He has developed a fine hand for the art of stamped decorative work and the use of hot pokers to burn designs into the leather. Though the work is simple, it does add to the appeal of the goods. Nearly all leather goods in the village are his distinctive work. He has one Trierzi terrier, named Aklash.

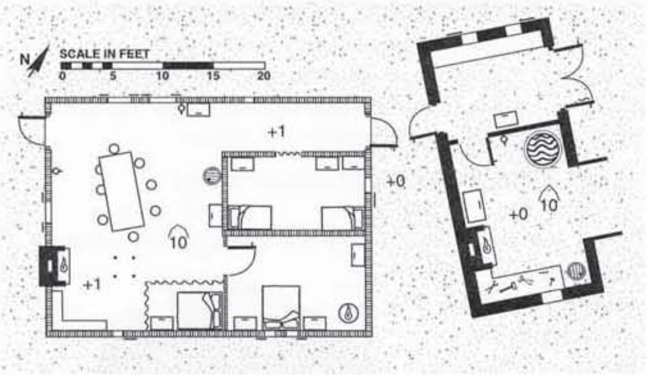


16 VILLEIN (Rhael of Devron)

Rhael and his wife have two sons and two daughters. He is something of a glutton and has been blessed with a wife who is a superb baker and cook. A meal of several bowls of pottage, two large savory pies with gravy, and one entire loaf of bread are his usual dinner fare and he often repeats that menu for supper. Family gatherings are Rhael's favorite pastime. He is extremely obese, weighing over four hundred pounds, and simply could not meet his labor obligations without the help of his two sons. Rhael is the elder brother of Lyden [19], and a cousin of the Reeve [5] and Radwyr [23].

17 COTTAR (Norak of Rolim)

Norak and his wife have one daughter who has become pregnant. Premarital sex is not uncommon, nor are illegitimate births. Indeed, they prove a woman to be fertile and therefore a good mate for a man seeking a large family. She refuses to identify the father and there is much speculation that a young monk is responsible. Velen, an adult son, became an esolani of Clord in 717. He and his friend, esolani Minkar, often visit the Rolim cottage.



18 METALSMITH (Deri of Minal)

Size: 2 Quality: **** Prices: Average

Deri is a strong man, forty years old, with a comfortable lifestyle. He has a sour disposition, and has no time for "fools or fops". Customers he dislikes find their jobs take longer and are of lower quality than those he favors. Deri resents the lepers and has investigated the possibility of moving his family to the mainland.

Deri journeys to Thay once per year to buy ingots of metal, mostly iron and tin. He uses the charcoal produced by Edar [2] for fuel. Though the price is high, Edar's charcoal produces a strong, hot flame and is superior to any other he has found.

Deri makes all manner of small domestic goods and agricultural tools. Most of his goods are plain and simple, but have the refined look of a skilled artisan.

Deri's large house is built of wood with a clay tiled roof to resist sparks from the workshop. The main area contains the only fire, a large table, and a bed that is used by Deri's journeyman. Deri and his wife sleep in the large bedchamber, and his three young children share the smaller room.

The smithy is built of local stone, roughly squared and cemented in place with a mix of lime and straw. The tile roof is supported by massive timber beams. An enclosed storeroom is filled with ingots, scraps, and tools. The main area is partially open to the exterior, but the entrance can be covered by a leather drape in severe weather. Deri's forge, anvil, workbench, tools, quenching tub, and barrel of charcoal are kept in this area. Various sample goods and tools are also displayed.

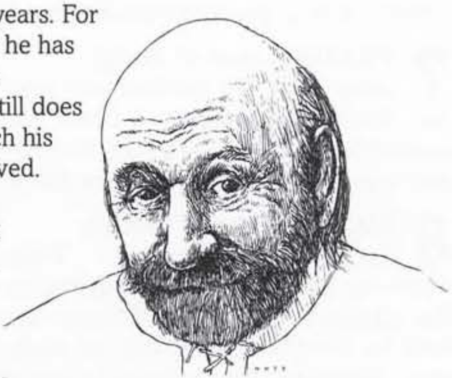
19 VILLEIN (Lyden of Devron)

Lyden has four children, two adult daughters by his first wife who died of a "wasting disease" in 714, and two young sons, born to a second wife. Lyden is becoming more and more paranoid about the growing population of lepers. He argues, wrongly, that his first wife died of leprosy and claims a similar fate await all who do not flee. His eldest daughter married Kori Daas [11] five years ago and Lyden also fears for her health. Jaremeld is considering an appeal from the reeve to bring comfort to this family.

20 WOODCRAFTER (Edan of Peskil)

Size: 1 Quality: **** Prices: High

Edan has lived in Clord for all of his fifty-eight years. For twenty-five years he has been the manor's *Woodward*, and still does this duty for which his license fee is waived. Edan produces beautiful wooden cups, bowls, and furniture, intricately carved if the customer can pay. The quality of his work even shows in such mundane articles as plow handles and hurdles. Edan has a wife and six children, three of them adults.



21 VILLEIN (Drendor of Hilar)

Drendor and Gylar [22] are brothers. Since a tragedy in 712 when a young sister in their care drowned, the two have not spoken. Drendor and his wife have three children, a boy age 7, and two girls ages 5 and 13. An older son, Genida, became an esolani of Clord in 717.

22 VILLEIN (Gylar of Hilar)

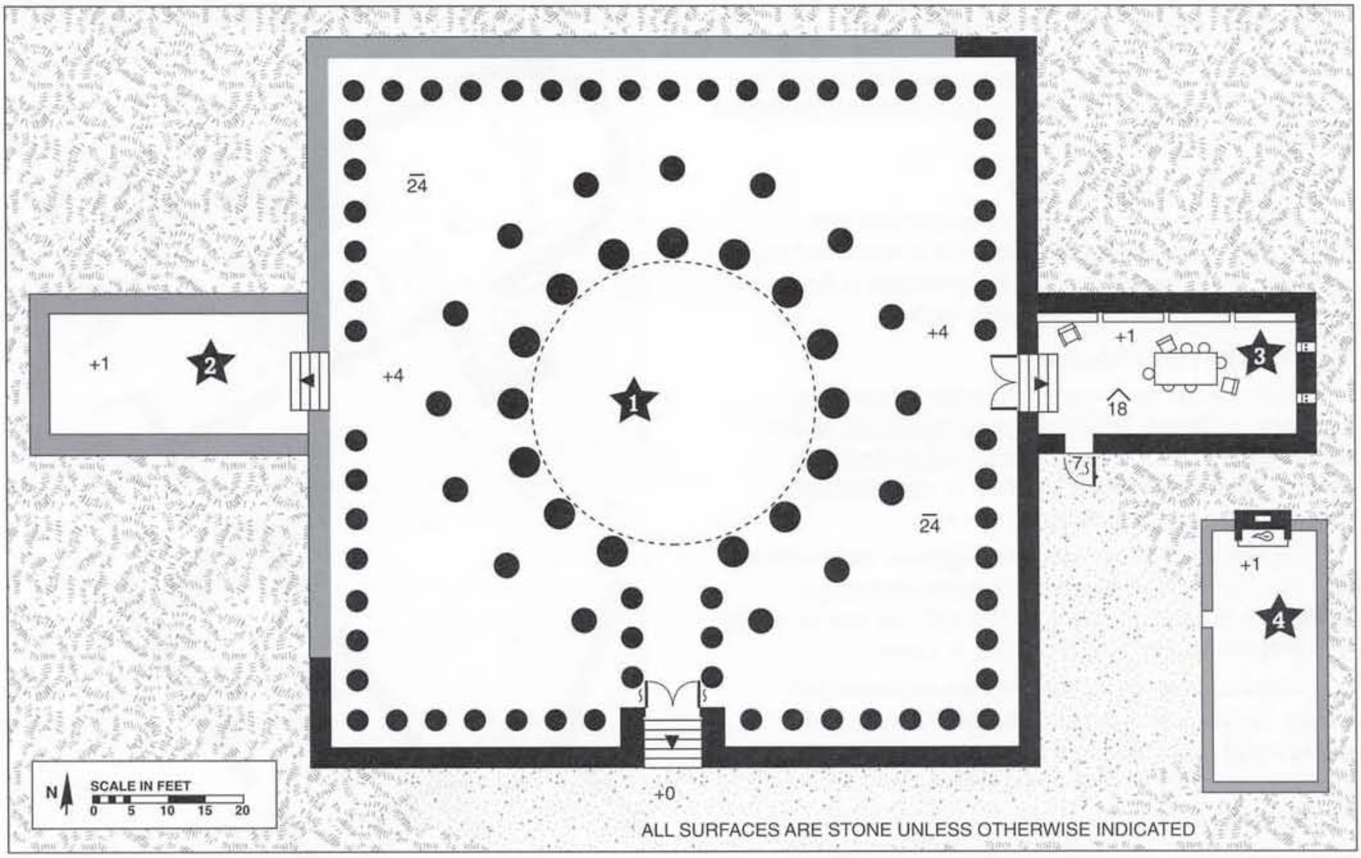
Gylar's household includes his wife and six children. Seven years ago, he found a long heavy box washed up on the beach which contained a superb, engraved battleaxe. Gylar carried the weapon home and buried it in the middle of a nearby wood. That very spot was later cleared for the new orchard, but the battleaxe was not discovered. Gylar would like to retrieve it, but digging in the orchard is not likely to be met with approval. Gylar would also like to reconcile with his brother [21] but is too proud to be the first to speak.

23 VILLEIN (Radwyr of Devron)

Radwyr and his wife were beset by pirates while clam-digging on a north coast beach five years ago. The pirates kidnapped his wife, but he managed to escape. Heartbroken and ashamed, Radwyr is barely able to cope and often talks of suicide. His two sons and two daughters look after him. The eldest son, in particular, is a hard worker and meets the household's labor obligations.

24 COTTAR (Mogeld of Hilar)

Mogeld lives alone and farms the bog for peat and berries. He is considered the village idiot. Many villagers find endearing his habit of accusing visitors of false crimes such as – "I saw them steal the chicken. They are bad men." The visitors protest their innocence and, after some uncomfortable moments, everyone has a good laugh. Mogeld's wild charges are sometimes right!



THE MONASTERY

The temple and monastery are under construction. The most important building, the hospice, located off-map to the southwest, was hurriedly constructed in 718 around a wood frame with wattle and daub infill. There are plans to replace this structure with something more permanent when the rest of the monastery is complete.

The monks are their own servants and artisans, and are mostly building the monastery with their own labor. Although largely self sufficient, gifts and donations are always received with gratitude.

To aid the monks with construction, Rathwyr of Balen, an experienced, elderly mason and churchwright, was send by the Baron of Moque in 718. Rathwyr considers this project his final defining work. He is building a much grander temple than anyone really expected or feels is justified.

Jaremeld is uncomfortable with the lavish structure rising before his eyes, but Rathwyr's work is good and he dares not risk offending the mason nor their generous patron who is bearing the entire expense. The baron is equally uncomfortable with the rising cost, but he has so far accepted it. He sometimes wonders, however, about his physician's diagnosis. After five years, the terrible, disfiguring lesions associated with leprosy have yet to appear on his face and body.

[1] Temple

The temple is only partially finished. The square hall (now empty) will have large columns carved in the likeness of oak trees which will rise to support a central dome. The interior of the dome will have blue and white tiles to represent the skies over Valon, the Peonian heaven. The Baron of Moque has promised Jaremeld that he will commission a bronze statue of *Maermal the Bull* for the centerpiece. The floor will be tiled in green marble imported from Trierzon.

[2] High Chapel

The monks plan an apsed chapel to house the high altar. This chapel will be used for the *Greater Sepalah* (high mass) held from the 14th to 17th of each month. This mass is attended by clerics only.

[3] Council Hall

This hall is roofed and complete. The hall contains most of Jaremeld's library. Council meetings are held in the hall on the 1st, 11th, and 21st of each month.

[4] Bath House

The foundation for a separate bathhouse has been dug. It will have a timber frame with brick infill walls and a a brick floor.

CLORD 6

THE MONKS OF CLORD

Jaremeld, five ebasethe, and nine esolani currently reside in Clord. Jaremeld expects these numbers to double over the next five years.

THE PELNALA (High Priest)

Pelnala Jaremeld is a capable healer who was formerly the Lerovana of Heredyn. He is renowned as a specialist in treating lepers and believes pain is the best cure for all afflictions. He is secretly sadistic.

THE EBASETHE (Priests)

Mylath is the most senior ebasethe. His training occurred at Nephel, which he joined late in life. Before being called to the service of Peoni, he worked as a mason. He thinks Rathwyr's temple is excessive for a hospice, but has said nothing.

Lindene, the Solana (Master of Esolani) works closely with the Lerovana to ensure the esolani have proper training in the arts of caring for the sick. He was an oblate at Sarius Monastery before coming to Clord.

Gaben is an elderly ebasethe from Bromeleon in Kaldor. He has a wealth of experience tending herb gardens and orchards. He is also a masterful apiarist and produces exceptional honey and waxes.

Lyan was born in Shorkyne. He is a mysterious and introverted cleric who spoke no Hârnic when he first arrived. Lyan claims that he saw a vision of Maermel one night and was drawn to follow the "bull star" until he arrived at the island. That tale hides a much darker history. He is a serial killer who has murdered six times, lastly two young shepherd boys in Shorkyne. Lyan has not murdered anyone since he came to Clord one year ago. Recently, however, Lyan has taken to long vigils in the chapel fighting the demons that possess him.

Calweir came to the island in 709 and is still the priest to whom most villagers come with problems and confessions. He leads the public services in the village chapel, but at 64, is visibly aging and slowing down.

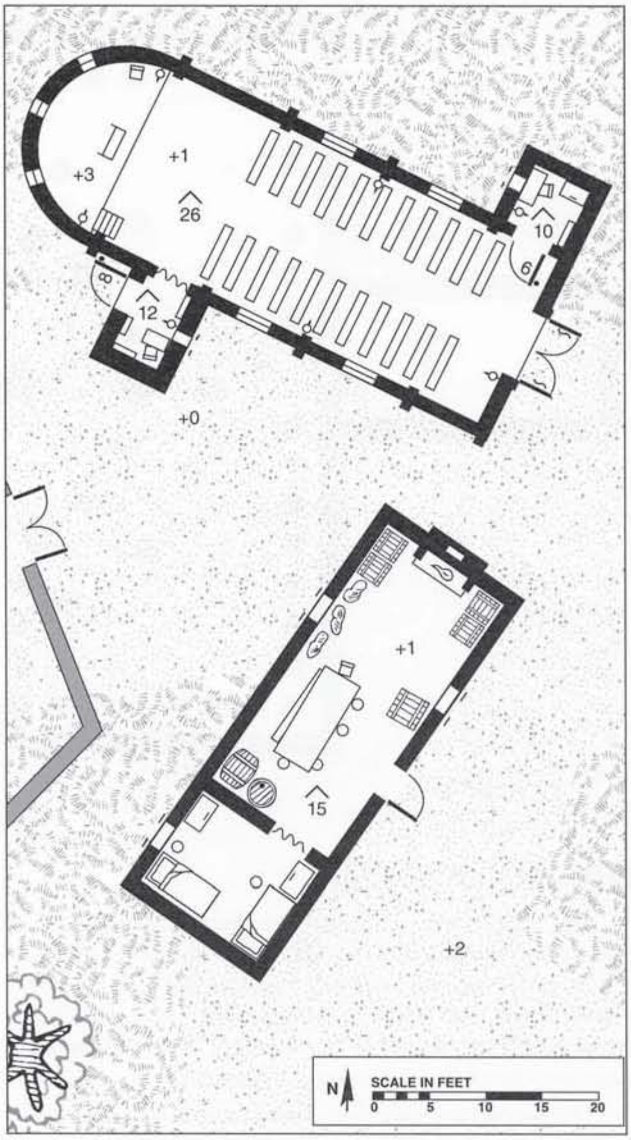
THE ESOLANI (Acolytes)

Yabeld is 54 and is the oldest of the esolani, but the newest member of the monastery. He was a wandering mendicant, who now desires a settled life. He is a specialist in treating the afflictions of animals and works closely with Gaben in the herb garden.

Anelt, Parael, and *Yandyn* are all experienced caregivers from other abbeys.

Aredar, Genida, Minkar, Shanwyr, and *Velen* are sons of local tenants. The brightest, Genida, is likely to become ebasethe soon, and Jaremeld predicts a long career in the church for him.

Parael and Velen assist Gaben and Yabeld in the garden. The others assist Jaremeld in the hospice.



The Old Chapel (Rathwyr's Residence)

The chapel, built in 678, is getting more use than most village chapels. The villagers still attend, some daily, some only on holy days, but the chapel is being shared with the monks who attend mass six times each day.

To the west of the chapel is an enclosed graveyard. The priest's house is just south of the chapel. It currently houses Rathwyr the mason. See: CLORD 5.

MANOR DATA CLORD 7

GENERAL DATA

Topography: Coastal

Gross Acres	1,320
– Woods Acres	194
= Cleared Acres	1,126
– Tenant Acres	607
= Demesne Acres	519
Labor Pool	12,000
Labor Obligation	1,128
Land Quality	1.03
Fief Index	0.80
Trade Index	0.90

ABBEY HOUSEHOLD

NAME/OCCUPATION	ML	EACH	#	Total	LOYALTY
Pelnala/Jaremeld	90	1,500	1	1,500	
Ebasethe (Priests)	75	800	5	4,000	
Esolani (Acolytes)	60	500	9	4,500	
Hospice/Patients	•	600	14	8,400	
			TOTAL	18,400	

MANOR BUDGET

WEATHER INDEX: 1.00		ACRES	LABOR	KIND
FIEF BUDGET				
1 Woods	Yield 13	194	582	+ 2,522
2 Crops	Yield 43	533	3,198	+ 22,919
3 Pasture	Yield 65	533	5,330	+ 34,645
4 Waste		60		
5 Total Harvest			= 9,110	= 60,086
6 Crop Seed		533		– 6,396
7 Winter Feed		533		– 6,396
8 Fief Maint. (100%)		1,126	2,702	– 5,405
9 Assart		4	120	+ 480
10 Fief Income			= 11,932	= 42,369
LORD'S BUDGET				
11 Demesne Income (46%)				+ 19,490
12 Tenant Rents & Fees				+ 4,375
13 Glebe Revenue (Tithe)				+ 3,035
14 Taxes & Tolls				+ 2,268
15 Amercements				+ 420
16 Feudal Income (From Anakyn Hamlet)				+ 252
17 TOTAL INCOME				= 29,840
18 Household				– 18,400
19 Feudal Payments				– 0
20 Tithe (£30 to Primate of Peoni in Thay)				– 7,200
21 Labor Hired				– 3,024
22 Political Expenses				– 0
23 TOTAL EXPENSES				= 28,624
24 PRIVY PURSE				= 1,216

CROPS

CROP	YIELD*	ACRES	LABOR	KIND
Rye	37	106	530	3,922
Barley	40	53	318	2,120
Oats	35	106	530	3,710
Hay	33	162	810	5,346
Vegetables	66	53	424	3,498
Wheat		0	0	0
Fruit	74	53	371	3,922
TOTALS		533	2,983	22.518

LIVESTOCK

HEAD	YIELD*	ACRES	LABOR	KIND
Oxen: 61	107	122	1,037	6,527
Cows: 172	154	344	3,440	26,488
Goats: 114	32	57	570	3,648
Sheep: 0		0	0	0
Swine: 100	12	10	200	1,200
TOTALS		533	5,247	37,863

* Yields have been modified by LQ, FI, and WI. When using the optional detailed rules, replace LABOR and KIND totals in the Manor Budget (left) with the Crop and Livestock totals above.

CLORD 8 VILLAGE CENSUS

	Tenant Occupation	HD Size	ML	Acres		Labor Days	Kind		Notes
				Serf	Free		Rent	Fees	
1	Miller	4	78	0	68	0	468	314	Fees include 240d license
2	Charcoaler	4	84	0	37	0	282	163	Fees include 120d license
3	Cottar	2	49	2	0	8	60	8	
4	Villein/Herder	9	72	28	0	0	60	34	
5	Villein/Reeve	8	98	29	0	0	60	35	
6	Half-Villein	4	94	16	0	64	60	22	
7	Villein	6	65	31	0	124	60	37	
8	Salter	3	38	0	24	0	204	150	Fees include 120d license
9	Villein	7	91	28	0	112	60	34	
10	Villein	6	68	24	0	96	60	30	
11	Cottar	3	83	1	0	4	60	7	
12	Villein/Beadle	6	89	28	0	0	60	34	
13	Half-Villein	6	81	14	0	56	60	20	
14	Half-Villein	5	58	12	0	48	60	18	
15	Hideworker	2	64	0	24	0	204	150	Fees include 120d license
16	Villein	6	73	29	0	116	60	35	
17	Cottar	3	66	4	0	16	60	10	
18	Metalsmith	6	74	0	39	0	294	189	Fees include 144d license
19	Villein	6	64	32	0	128	60	38	
20	Woodcrafter/Woodward	8	94	0	48	0	348	54	Free license for Woodward duties
21	Villein	5	83	34	0	136	60	40	
22	Villein	8	54	28	0	112	60	34	
23	Villein	5	61	26	0	104	60	32	
24	Cottar	1	51	1	0	4	60	7	
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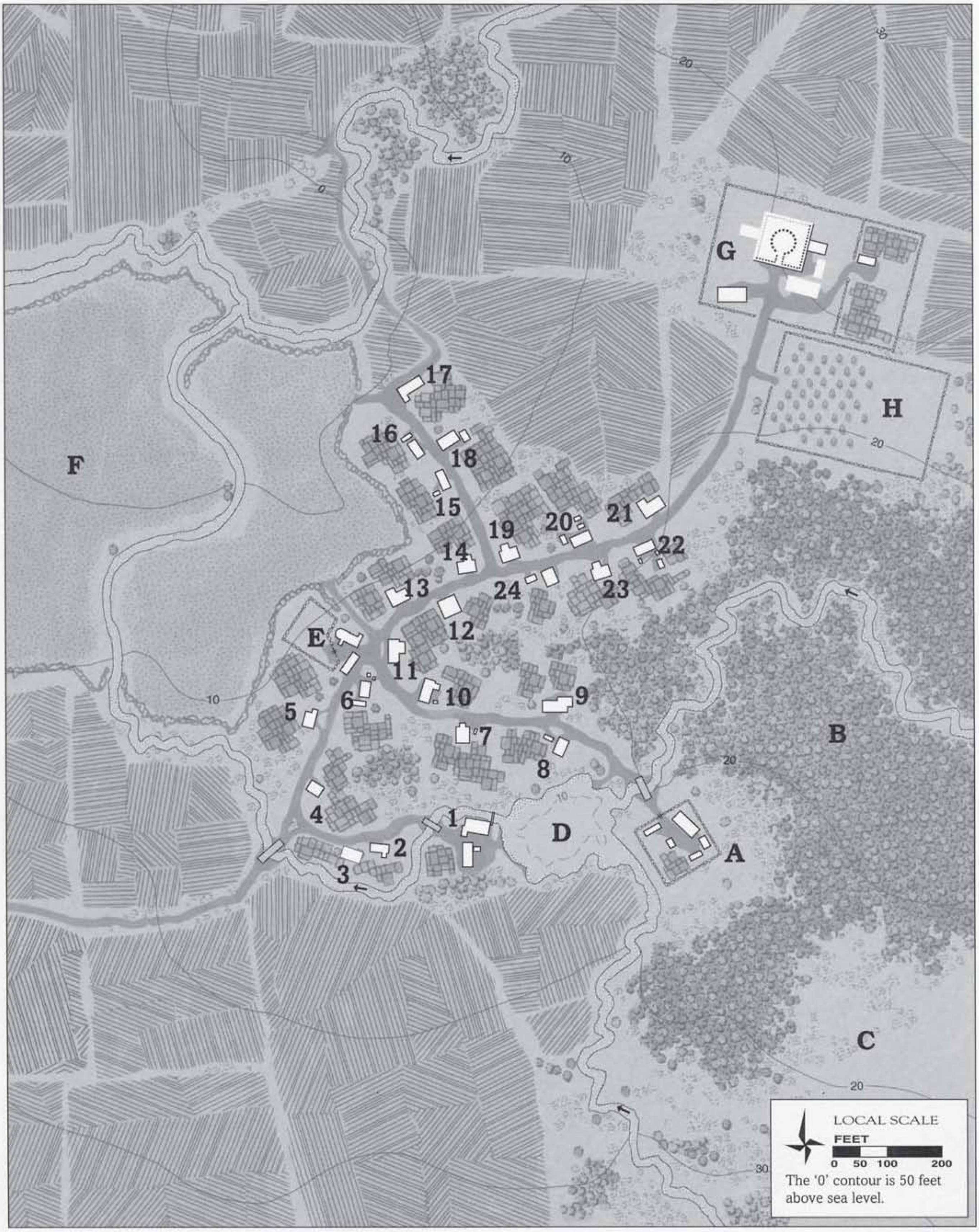
	TOTALS	123		367	240	1,128	2,880	1,495	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LOCAL SCALE
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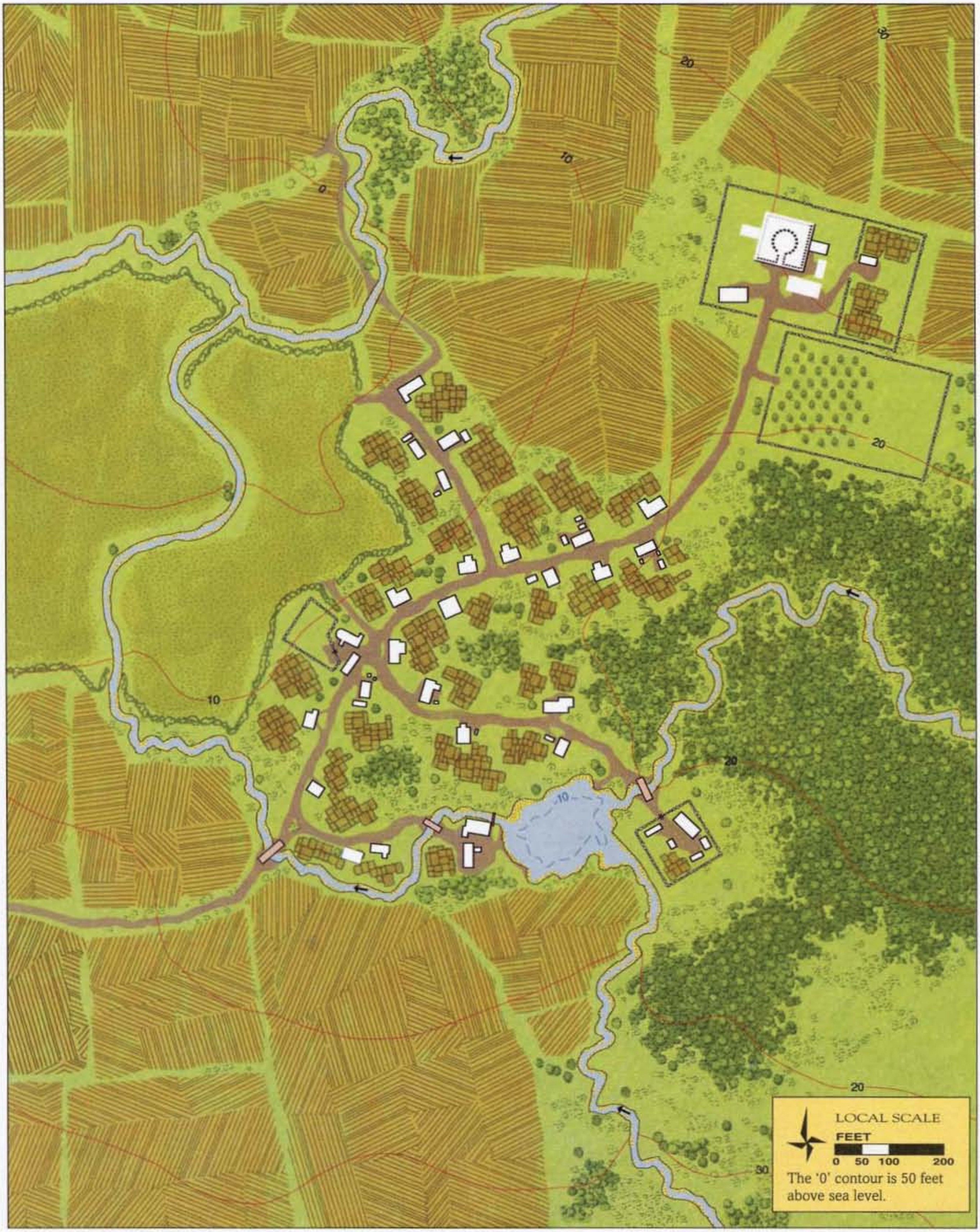
The '0' contour is 50 feet above sea level.

CLORD 10 PLAYER MAP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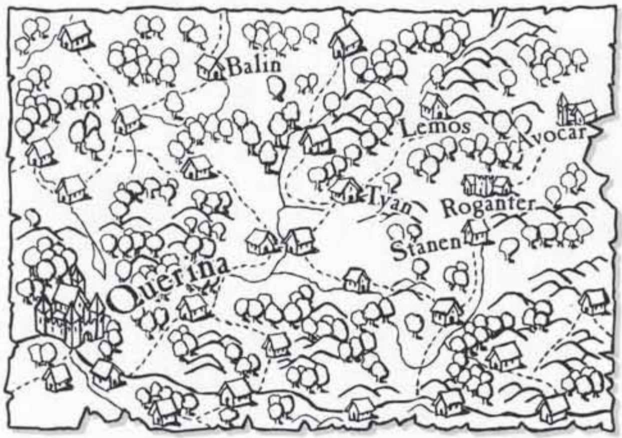
The '0' contour is 50 feet above sea level.

ROGANTER

Kaldor
Location: Hohnamshire, Kingdom of Rethem
Holder: Clan Forwarty
Liege: Church of Larani/Caleme Abbey
Population: Village 269; Manor 40



Roganter is a large fief in central Kaldor, held as a double knight's fee by Sir Nevin Forwarty from the Church of Larani. The church acquired the fief in 675 as a deathbed gift from the grandfather of the present Earl of Gardiren. Despite its central location, it is an isolated manor on the southern fringe of the extensive Forest of Balim. The fief is nestled in the valley of the Roganter River, a narrow floodplain with wooded slopes. Three leagues upstream at the head of the valley lies Avocar, a small manor of twelve households. The Bailiff of Avocar is Sir Dergil Forwarty, Lord Roganter's younger brother.

Other than tenants from Avocar, few folk journey to Roganter. Most traffic and trade is south to Stanen, or west over hilly terrain to the hundred moot at Tyan. Excess produce is taken by river to Querina, or by road to Kiban. These market towns are too distant for a return journey to be made in one day. Hunting parties and prospectors of the Miner's Guild bound for the Forest of Balim are not uncommon, but this is not enough traffic to support an inn at Roganter.

The current clanhead, Sir Nevin Forwarty, owes the service of two knights, and five longbowmen to Caleme, seat of the Archbishop of Larani. These services are commuted to £30 scutage most years, but Sir Forwarty still maintains the yeomen to fulfill his feudal levy and to help defend his isolated fief. The yeoman owe Sir Forwarty two months service each year and their once a tenday archery practice sessions are a feature of village life. Sir Forwarty sponsors an annual competition, open to all tenants, with a prize of three shillings. There is ale, music, and dancing in the evening. When the harvest is good, Sir Forwarty, increases the prize to five shillings. Many of the villagers enter the contest, but one of the yeoman wins every year.

Roganter Village

Roganter village is as large as any to be found in Kaldor. It has fifty-three households, of which thirty-nine are unfree serfs, eight are guildsmen, five are yeomen, and one is a priest of Peoni.

The village is built along the Avocar – Stanen road. The village green was originally a large triangle containing a Peonian chapel and tithe barn. Most village cottages were then clustered around the green. However, as the village grew, the green was divided into two parts, and the southern portion gradually filled with cottages. Over the course of many generations, the cottages have been rebuilt several times; some are timber or even half-framed structures.

The mill is located to the northeast of the village. A cluster of cottages is nearby. The manor complex is located at the south end of the village. The common fields are located to the south east.

Economics and Agrarian Life

Central Kaldor is a long-settled area with extensive agricultural lands. Most estates in this region are held by noble clans of ancient lineage, or by the powerful Church of Larani. Roganter has 2,480 gross acres, 400 wooded, leaving 2,080 cleared acres. Of this, 1,039 acres support the tenants and 1,041 are demesne. It is a productive fief, with a rich alluvial topsoil. Sir Forwarty maintains the fief well, which also improves revenues.

This part of Kaldor is famed for its high grain production. Many different grains are grown locally, although Roganter favors wheat over all other cereals. Finmeld the miller is the wealthiest man in the village, grinding dozens of bushels of grain per day to make flour for the village bread.

After spring births, there are roughly 94 oxen, 60 cows, and 960 sheep grazing on the fallow land. Sir Forwarty also keeps a large herd of over 700 goats because they are hardy creatures well suited to upland terrain. The fine cheese produced from their milk is exported all over Kaldor. In the fall, the road to Querina Keep is clogged with calves, kids, and lambs being driven to market.

Sir Forwarty supports a large household in luxury. The cost of maintaining their lifestyle is considerable. There are several craftsmen bonded to the manor. The manor stables support 14 palfreys and 2 warhorses for Forwarty and his son. Matakea Jevel, a cleric from Caleme, resides in the manorhouse. He leads the household in prayer and reviews the manor finances which the chamberlain presents to the lord. Jevel checks every number and occasionally finds errors in the record keeping. The chamberlain resents Jevel's interference.

ROGANTER 2

LOCAL MAP KEY

[A] The punfold encloses Sir Forwarty's horses. Animals impounded by the Beadle are also held here until their owner can be found and fined.

[B] The orchard is an enclosed area which grows fruit for the manor table. Surplus is exported to Querina.

[C] The village common is used for public gatherings and is the site of the archery tournament.

[D] The Lord's Pond is an artificial lake stocked with fish by the Woodward. Poaching the pond is punishable by a fine of 12-24d. Repeat offenders may lose a hand.

[E] Woodland. The trees extend up the valley slope on each side of the Roganter river.

[F] Meadowland where the hay crop is grown. This area usually floods for a few days in mid-spring when the Roganter rises as much as six feet from snow run-off.

THE VILLAGE RESIDENTS

The key numbers below correspond to the numbers on the GM Map and the *Village Census Form*.

1 VILLEIN (Loran of Baslin)

Loran has three children. His wife died from the pox in 717. Although the past two years have been difficult, his oldest daughter, Hilna, now 10 years old, ably runs the cottage and garden, and looks after her younger siblings.

2 CHARCOALER (Moror of Arast)

Size: 3 Quality **** Price: Low

Moror manages several groves of hazel and willow trees to provide wood for charcoaling. His two journeymen fell and season the wood, while Moror tends to burning stacks day and night. During the summer, Moror lives almost continuously in the woods in order to make enough charcoal to support himself, his wife, two children, and two workers over the rest of the year. The half-villein Shete [4] tends Moror's freehold acres.

3 VILLEIN (Ortilla of Rinet)

Ortilla is a widow with four young children. Her spouse was killed when he fell from a wagon during the 718 harvest. She has been allowed to keep the family acres, and hires Feyal [34] to work her labor obligation. Village gossips say she gets more than work from Feyal.

4 HALF-VILLEIN (Shete of Garter)

Shete and his wife have three young sons. He has requested additional acres from the Lord, citing his success managing Moror's [2] freehold acres.

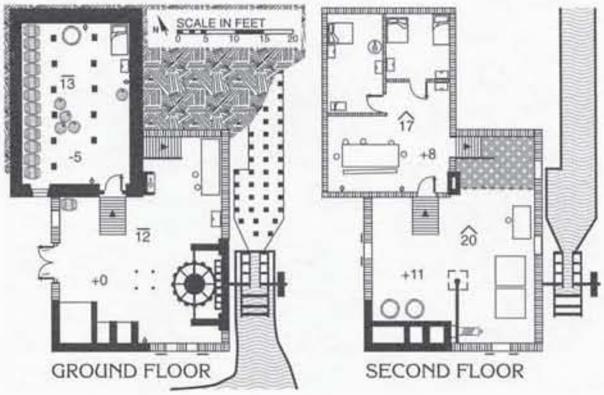
5 VILLEIN/WOODWARD (Jendil of Sankl)

Jendil lives with his frail wife and five children, two of them adult daughters. He tends the woods within the fief and, on the specific instructions of Sir Forwarty, is ever watchful for any sign of bandits or mine prospectors.

6 MILLER (Finmeld of Gelnets)

Size 3 Quality **** Price: Average

Finmeld is the richest man in the village. He charges one part in twelve for his services. Village women bring their bread every morning to bake in Finmeld's huge oven. He receives payments in kind for the use of the oven; an egg from one, a half-pint of hazelnuts from another.



The mill is located on the north bank of Falcon Brook, fifty paces upstream of its juncture with Eagle Brook. Water is drawn from the brook about 100 paces above the mill and brought downhill via a wooden leat, supported on trestles. The water flowing through the leat is controlled by a sluice gate. The waste water collects in a natural pool and then runs back to the stream.

Finmeld murdered his father, Armek, six years ago after a brawl that began when his wife told him she had been molested by the elder Gelnets. Finmeld beat his father half-to-death, and then finished the deed by dumping the unconscious man in the natural pool where the rotating waterwheel battered him to death. Finmeld claimed it was an accident, but the cottar Laribak [35] saw what happened and has extorted the miller for years.

Most of the ground floor houses the huge mechanism of the mill and the grain drying and baking ovens. One corner of the floor is a cooking area for family meals.

Stairs lead down five feet to a cellar built into the slope of the ridge. Various stores and the miller's apprentice share this space.

The second floor also has two connecting levels, one above the cellar and one above the mill. The area above the cellar includes family chambers for Finmeld, his wife, and their two young children. Above the mill, Finmeld has a desk where records are kept. There are also two vats to prepare barley malt which the villagers use to brew ale, their daily drink. Grain is fed into the mill through two square hoppers on this level. A winch is used to hoist baskets of grain from the lower level to the hoppers.

7 POTTER (Uris of Rilda)
Size 2 Quality **** Price: High

The Roganter valley has several deposits of quality clay. Uris produces outstanding pottery with finely carved decoration and opalescent reddish-brown glazes. Most of his wares are exported to Querina and beyond. Uris has a wife, five children, and an apprentice.

8 YEOMAN LB (Rymar of Gynotis)
Rymar fought for Kanday during Ezar's War. He served well, but was twice wounded and nearly died the second time. After the war ended he decided to leave the chaotic west and he moved to Kaldor in 702. He supports a wife and three sons. The eldest son, Argarth, is the strongest man in the village and is becoming a skilled warrior. The younger sons are eight and eleven.

9 VILLEIN (Kenor of Tebesty)
Kenor supports his mother, a wife, and two children.

10 MASON (Shebis of Ponar)
Size 2 Quality * Price: Average

The local stone is friable, but easy to carve and is used for relief moldings and other decorative works. Shebis quarries local stone and carries it to his cottage in a handcart where he roughly squares it into blocks for sale. He has a wife, four sons, and three daughters.

11 VILLEIN (Keden of Tebesty)
Kedene was caught fishing the Lord's Pond last year and was punished with the loss of his left hand. It was his fourth offense. A wife, adult son, and young daughter live in his household.

12 YEOMAN LB (Erwyn of Navath)
Erwyn is a former soldier of the *Lady of Paladins*, a Laranian fighting order based in Melderyn. He has many a harrowing tale to tell of fighting the Solori, a tribal folk he dismisses as "beetle-munchers". Erwyn's household includes his senile father, a wife, and seven children.

13 VILLEIN (Urelan of Rinet)
Urelan lives with his wife and two grown daughters. The elder daughter is sickly and bedridden.

14 METALSMITH (Kimond of Lors)
Size 2 Quality ** Price: Average

Kimond is kept busy manufacturing and repairing the village plows and tools. He is just 20, unmarried, and inherited this franchise on the death of his father four years ago. His apprentice is a younger cousin.

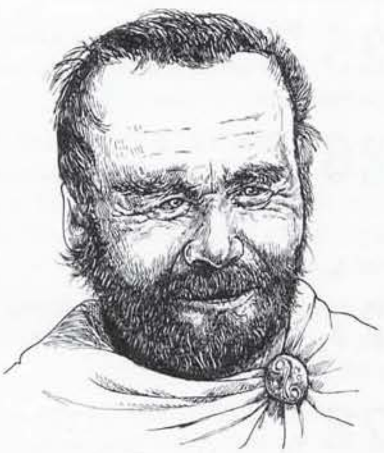
15 HALF-VILLEIN (Verten of Hibern)
Verten's son drowned in the Roganter River last year. He supports a wife, her mother, and a widowed sister. Verten is much harassed by these three women and his wife blames him for their son's death. He has developed a contentious nature with a wearisome tendency to quarrel and dispute everything with everyone. He has few male friends left which only makes matters worse.

16 COTTAR (Gabral of Lors)
Old Gabral is infirm and lucky to have a caring wife. His sons have their own households [34] and [37] and his daughter married Jethal [23].

17 HALF-VILLEIN (Kirith of Tebesty)
Kirith's wife, Erethea, has just given birth to their first son. She is one of several village women who process the raw wool from Sir Forwarty's flocks. They wash, card, spin, and weave the wool into cloth under the direction of Arnorest the clothier. Kirith gambles away much of the extra income his wife earns.

18 VILLEIN (Halm of Esden)
Halm's wife is the village midwife. They have four children of their own, ages 6 to 12.

19 YEOMAN LB (Toram of Boten)
Toram owes his tenancy to his great skill with a longbow, a skill he has practiced since the age of eleven. He can draw a 100 pound bow and shoot an arrow out of the sky in under five seconds. Toram owes three months service to Sir Forwarty each year. He rides a palfrey and often is invited to act as Sir Forwarty's master of the hunt. Toram has a wife and two daughters. His wife chastises him for being overly vocal about his disappointment that he has no son.



20 VILLEIN (Gorond of Lors)
Gorond's wife was killed several years ago. She was attacked by a rabid wolf and fatally wounded. Yeoman Toram slew the wolf as it fled. Gorond nursed his wife for almost two months before she died in terrible agony. He copes with four young children as best he can and seeks a new wife.

21 VILLEIN (Shega of Rinet)
Shega is the second wealthiest Villein in Roganter. He was formerly the Reeve, but grew impatient with the politics involved and surrendered the office to his cousin Leman [39] in 715. His large household has a wife, two adult sons, one adult daughter, a young brother, two nephews, a niece, and two spinster aunts. Shega's mother kept the large family in harmony. However, since her death last year, family strife is rampant and none except his harassed wife give Shega much credit or gratitude for his support.

22 HALF-VILLEIN (Sherila of Gintel) Sherila is the current champion plowman of Niremos Hundred. For the past two years, at the annual fair held at Tyan, Sherlia has won first prize for plowing the straightest furlong strip. His prize last year was a nanny goat. Sherila's household includes an ailing wife and three young boys.

23 HALF-VILLEIN (Jethal of Hibern) Jethal and his wife have a son and daughter. His son has befriended Toram [19] and is learning the skills of the bowman.

24 VILLEIN/ORCHARDER (Otas of Dord) Sir Forwarty has forty acres of fruit and nut trees tended by Otas. He has two adult sons to tend his own acres, and one adult daughter to help him with orchard chores. Otas also manages a hive of honey bees and his wife produces fine honey. Sir Forwarty allows him to keep all honey above twenty gallons.

25 VILLEIN (Rantar of Lors) Rantar has a wife, but no children. He supports his mother and mother-in-law.

26 YEOMAN LB (Trysak of Palith) Trysak is a skilled bowman. He can, on his best days, shoot a duck egg off a post at fifty paces. His great rival, Toram [19], is his best friend. Trysak has two sons and a comely wife.

27 HALF-VILLEIN (Myberth of Hymer) Myberth's household includes his wife and their adult son.

28 HALF-VILLEIN (Erwyn of Thune) Erwyn's father gave up his freeholding in 708 to become a Half-Villein. Erwyn has sought to reverse this change without success. He and his wife have 5 children.

29 VILLEIN (Charby of Kedim) Charby is an old man. His wife died last year leaving him with four children to raise. He is courting the widow Ortilla [3] but she would prefer a younger man.

30 VILLEIN (Aseth of Kedim) Aseth lost his wife to the pox in 714. He has three boys. He has been courting Ortilla [3] and would like to marry her.

31 VILLEIN (Dabrath of Gelnets) Dabrath arrived at Roganter with his older brother Finmeld the Miller [6] and was granted land as a condition of Finmeld's franchise. He and his wife have three children including an adult son who has been fishing the Lord's Pond late at night.

32 HALF-VILLEIN (Ramel of Gintel) Ramel's garden always seems to fare better than average. He has a wife and three daughters. He plans to petition Sir Forwarty for additional acres.

33 COTTAR (Erbine of Tortil) Erbine lives alone with his two young boys. His wife, Cirla, came to Roganter from Tashal as a young bride in 714. She never adjusted to the conservative ways of rural life and fled Roganter last summer. Erbine has considered a journey to Tashal to find his wife. However, he finds the company of Verten's sister [15] very comforting and seems to be in no rush to travel such a distance.

34 COTTAR (Feyal of Lors) Feyal has no children. His wife has miscarried three times in the past five years. Feyal is employed by Otilla [3] and is often seen playing with her children.

35 COTTAR (Laribak of Scrolyn) Laribak lives alone and has never married. He is wealthy as far as cottars go, mainly because he has been extorting the miller [6] for six years.

36 VILLEIN/BEADLE (Jond of Tabesty) Jond supports a wife, four daughters, and an orphan nephew who he would like to adopt. He combines the responsibilities of seed keeper, animal warden, and village fee collector. The majority of seed is stored in three stone-lined pits beside his hut. The rest is stored in sealed barrels at the manor.

37 COTTAR (Petewn of Lors) Petewn is a poor man. His wife is an unhelpful wretch and his pretty daughter does not contribute to the household.

38 SALTER (Erwyn of Agrael) Size: 2 Quality **** Price: Average
Erwyn hails from Tharda where he learned his craft. He primarily works as a cheese maker. From cows' milk he produces a hard, white, crumbly cheese, and he uses goats' milk to make a soft aromatic cheese. Erwyn's household contains a wife, four young children, and one apprentice.

39 VILLEIN/REEVE (Leman of Rinet) Leman has been Reeve since 715, taking over the office from a cousin [21] who no longer wanted it. He is now the richest Villein in the village, holding more acres than any other tenant, and owning two oxen, four cows, and a flock of 32 sheep. Leman shares his good fortune with a wife, two stepsons, three sons, and a daughter.

40 VILLEIN/HERDER (Velden of Hanat) Velden is responsible for Sir Forwarty's large sheep flock. He tends a winter herd of about 200, and a summer herd of over 500, and often looks after the flocks of other tenants as well for a fee. He is excused from other labor obligations. Velden has five children, two daughters and three sons. His eldest son has developed great skill at sheep-shearing and all his sons help with the shepherding duties.

41 **VILLEIN (Lasain of Kedim)**
Lasain and his wife have four children. The two eldest are boys who help with the family acres and labor obligations. One daughter is four years old and the other is an infant born two months ago.

42 **HALF-VILLEIN (Geras of Kedim)**
Geras is Lasain's [41] younger brother. He lives alone with his four sons, having lost his wife to illness.

43 **YEOMAN LB (Eldak of Mesdan)**
Eldak's household includes his wife and her mother who is old and near death. He has a foul temper and has paid three hallmoot fines of late for drunken beatings of some tenants. Sir Forwarty has warned him that another incident may result in his banishment from Roganter. Former victims tease him mercilessly hoping he will lose his temper and face eviction.

44 **VILLEIN (Daleth of Hibern)**
Daleth's family has held tenancy in Roganter since 653. He is a wealthy man with a large family including a wife and seven children. Daleth's mother and his two young brothers are also part of the household.

45 **WOODCRAFTER (Vereld of Santel)**
Size: 2 Quality * Price: Average
Woodland is plentiful in the manor, but there are also many demands on it. Consequently, Vereld can seldom acquire good quality wood for his craft. Vereld is not the craftsman he was in his youth. His hands are trembly and weak and, though he will not admit it, his sight is failing. He mainly makes turned bowls, platters and cups though he also repairs some furniture and tools. The finest furniture in the village was made by Vereld in his prime. Vereld has a wife, four daughters, and one apprentice who is a nephew.

46 **PRIEST OF PEONI (Lanith of Kerig)**
Lanith is a middle aged, plump priest of Peoni. His chapel is centered on the village green and is surrounded by a graveyard for the wealthiest adherents. The priest has a hut and small vegetable plot to the east of the chapel where he resides. He farms out the working of the land to the Reeve. The villagers tithe is stored in a large barn [46a].

47 **HALF-VILLEIN (Ferag of Gintel)**
Ferag and his wife have one grown daughter who is betrothed to Geras [42]. A wedding is planned for the summer. Ferag is a talented musician.

48 **VILLEIN (Morimeld of Esden)**
Morimeld's household contains a wife and three boys who are growing into strong, able men.

49 **VILLEIN (Lorala of Esden)**
Lorala is Ferag's [47] brother. He and his wife have three sons and three daughters. The two brothers are close, but their wives dislike each other.

50 **HALF-VILLEIN (Lerin of Tortil)**
Lerin is a newcomer to Roganter. He arrived in 716 from Caleme bearing a letter of introduction from a high ranking priest whose servant he had been. Lerin is married and has two sons. He and neighbor Jelis [51] have become friends.

51 **HALF-VILLEIN (Jelis of Hibern)**
Jelis has a wife and one son. The boy dreams of serving Peoni as a wandering cleric and has asked his father's permission to leave Roganter and enter the church. Jelis has refused, hoping the boy's dreams will pass.

52 **VILLEIN (Peben of Hibern)**
Peben and his wife have two sons. The elder son has assumed much of his father's labor obligation.

53 **HALF-VILLEIN (Lanith of Bisner)**
Lanith purchased a pregnant cow last summer and a new calf was born almost one month ago The expense of winter feed was a larger burden than Lanita anticipated, but now he and his four children eagerly await the milk they will get next month when the calf is weaned from its mother. Lanith is a widower

THE BLACK BOOT

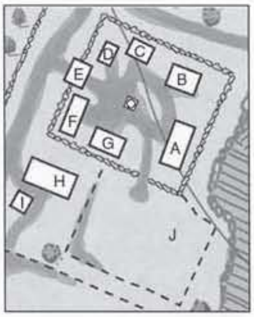
A brigand group has been operating in Miona Hundred for the last year. Three raids have been attributed to this band. Roganter has not yet been targeted, but Sir Forwarty is wary. The brigands are called the *Black Boot* because they always leave a black boot at the scene of their crimes, often on a victim's chest or slit throat. The Black Boot has several camps in the Forest of Balim, one of them near the head of the Roganter river. The leader of the brigands is Mayald of Frital, a former knight of Bayl manor. He lost his title and manor for having the bad judgement to bed his liege's wife while escorting her to Tashal, and then boasting of it. Mayald and two loyal yeomen escaped into the forest where they gathered a band of outlaws numbering as many as 40. The brigands mostly attack traffic on the Shebra-Kiban-Querina road. They have passed Roganter in the night several times. Mayald knows that Sir Forwarty has substantial wealth, and that several Roganter yeomen are champion bowmen. He also knows that the power and long reach of the Laranian church should never be minimized by anyone seeking a long and prosperous life.

MINING & PROSPECTING

The Miners Guild have advised Sir Forwarty that a survey team will travel up the Roganter river in 720 to search for iron deposits. Forwarty is not keen to have the miners guild operating anywhere near his fief, but the Black Boot may solve that problem for him.

ROGANTER 6

THE MANOR



The manor is a large compound over an acre in extent. All buildings are constructed of stone, and a dry-stone wall, six feet high, surrounds the complex. The manor houses the lord and his family, and also his servants, retainers, hounds, and horses.

[A] The great hall is the centerpiece of the manor, the place where the lord and his family live and hold feasts. Two thirds of the ground floor of the hall is filled with trestle tables and is used for dining, holding court and everyday activities. There are also chambers for important retainers. Above them is the solar, or bedchamber, of the lord and his family.

[B] The kitchen is a separate building. Most of the space is occupied by the huge open fireplace and preparation tables. There are also two storerooms and bedchambers used by the senior servants. The junior servants sleep on the kitchen floor. The kitchen has a large cellar.

[C] Workshop of *Jelis of Mesdan,* bonded hideworker. The hideworker butchers and tans hides and manufactures goods from leather he buys. He specializes in tack and harness, some of which is exported.

[D] Brew house. The household consumes about one gallon of ale per person per day. Brewing the ale is an important task, presided over by the alewife.

[E] Single story gatehouse. The gate is left open and unguarded during the day and closed every night.

[F] Stable and kennels. Sir Forwarty and family have several hunting hounds which are housed in the kennels. There is plentiful game in the woods nearby the manor.

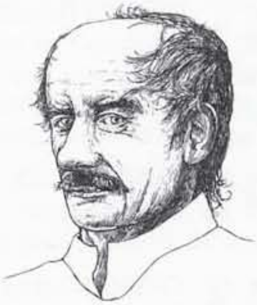
[G] Workshop of *Geras of Podil,* bonded clothier. Geras makes high quality clothes for all the lord's household and travels to Tashal at least once per year to purchase cloth and keep current with styles.

[H] A barn to store the produce of the demesne and payments in kind by tenants. Enough seed to replant most of the fief is stored in the barn, in case of disaster.

[I] A shed where a haywain and cart are kept, along with tools and a plow.

[J] The manor gardens are planted with vegetables, flowers, and many varieties of herbs.

The Household



Sir Forwarty supports a large extended family and household. Many retainers and servants live and work in the manor.

The Family

Sir Forwarty is a kind and generous man, lavish with his gifts and entertainment to all householders, visitors, and even his tenants. When the grain is fully harvested Sir Forwarty provides an outdoor feast for all the villagers, with ales, food, and music.

Sir Forwarty, 46, and his wife Anena, 44, have had many children. Those that survive are: Sheriso (f) 25, Femeth (m) 24, Rydela (f) 19, Lemrel (m)17, and Arwyn (m) 12. Four others died before the age of 5 from accident or disease, and two others were stillborn.

Sir Forwarty's eldest son, Femeth, his wife, and three young children all live in the manor. Rydela is betrothed to Lord Yarchean of Shaven manor which is located west of Querina on the Tashal road. Their wedding is planned for Kelen 10 in Caleme Abbey. Lemrel is an *ashesa* (acolyte) of Larani studying at Caleme. Arwyn and Garel of Drascar, a fosterling from Balin Manor, both study under the tuition of Jevel, the household priest of Larani. The household also includes Forwarty's sister Arinda, his wife's aunt Sila, and five cousins. Sheriso is married to Sir Haithwar, lord of Lemos manor, and lives there.

Retainers and Servants

Sir Forwarty's principal retainer is Lasrel the steward. Though Sir Forwarty makes the important decisions, Lasrel implements them and supervises the manorial officers. Lasrel is a far harsher master than his lord, and Sir Forwarty would be surprised at some of the punishments meted out in his name.

Mykael, the chamberlain, manages the manorhouse. He supervises three domestic servants. Mykael's wife, Felina, is the alewife responsible for the brewing of ale. Mykael also accounts for the household spending and income. His work is verified by the resident cleric Jevel.

Charen, the cook, is responsible for the storage of the manor's provisions, especially the wines, cheeses, and salted meats. He supervises the kitchen servants. He is also charged with buying food and drink when required.

Sir Forwarty has two bonded masters, a leather worker and a tailor. Some of their work is sold to villagers. Two harpers, Harden and Tyen, entertain the household most evenings and perform for the villagers in the common (weather permitting) twice each month.

MANOR BUDGET ROGANTER 7

GENERAL DATA

Topography: Highland

Gross Acres	2,480
– Woods Acres	400
= Cleared Acres	2,080
– Tenant Acres	1,106
= Demesne Acres	974
Labor Pool	26,500
Labor Obligation	2,520
Land Quality	1.10
Fief Index	1.16
Trade Index	0.95

LORD'S HOUSEHOLD

NAME/OCCUPATION	ML	EACH	#	Total	LOYALTY
Fiefholder (Sir Forwarty)	77	3,000	1	3,000	•
Spouse (Anena)		2,000	1	2,000	78
Eldest Son (Femeth)	89	3,000	1	3,000	85
Noble Children (offspring)	--	1,000	7	7,000	--
Noble Adults (relatives)	--	1,500	7	10,500	--
Steward (Lasrel)	67	1,500	1	1,500	65
Priest of Larani (Jevel)	72	1,500	1	1,500	64
Squire (Sarel of Drascar)	56	1,500	1	1,500	69
Harpers (Hararl/Otiler)	78/81	600	2	1,200	59/63
Clothier (Garain)	90	900	1	900	64
Hideworker (Seraph)	88	900	1	900	64
Chamberlain (Mykael)	72	800	1	800	64
Cook (Charen)	92	500	1	500	64
Servants	--	300	14	4,200	64
STABLE Palfreys	--	900	14	12,600	--
STABLE Warhorses	--	1,800	2	3,600	--
			TOTAL	54,700	

MANOR BUDGET

FIEF BUDGET

WEATHER INDEX: 1.00		ACRES	LABOR	KIND
1 Woods	Yield 23	400	1,200	+ 9,200
2 Crops	Yield 77	1,040	6,240	+ 80,080
3 Pasture	Yield 115	1,040	10,400	+119,600
4 Waste		0		
5 Total Harvest			= 17,840	=208,880
6 Crop Seed		1,040		– 12,480
7 Winter Feed		1,040		– 12,480
8 Fief Maint. (120%)		2,080	7,238	– 14,477
9 Assart		8	240	+ 960
10 Fief Income			= 25,318	=170,403

LORD'S BUDGET

11 Demesne Income (47%)	+ 80,090
12 Tenant Rents & Fees	+ 6,566
13 Glebe Revenue	+ 3,365
14 Taxes & Tolls	+ 2,394
15 Amercements	+ 928
16 Feudal Income (1,220 Avocar acres x 12d)	+ 14,640
17 TOTAL INCOME	= 107,982
18 Household	– 54,700
19 Feudal Payments	– 11,100
20 Tithe	– 10,798
21 Labor Hired	– 5,272
22 Political Expenses	– 12,000
23 TOTAL EXPENSES	= 93,870
24 PRIVY PURSE	= 14,112

CROPS

CROP	YIELD*	ACRES	LABOR	KIND
Rye		0	0	0
Barley	61	52	312	3,172
Oats	54	52	260	2,808
Hay	51	312	1,560	15,912
Vegetables	102	156	1,248	15,912
Wheat	92	312	1,872	28,704
Fruit	115	156	1,092	17,940
TOTALS		1,040	6,344	84,444

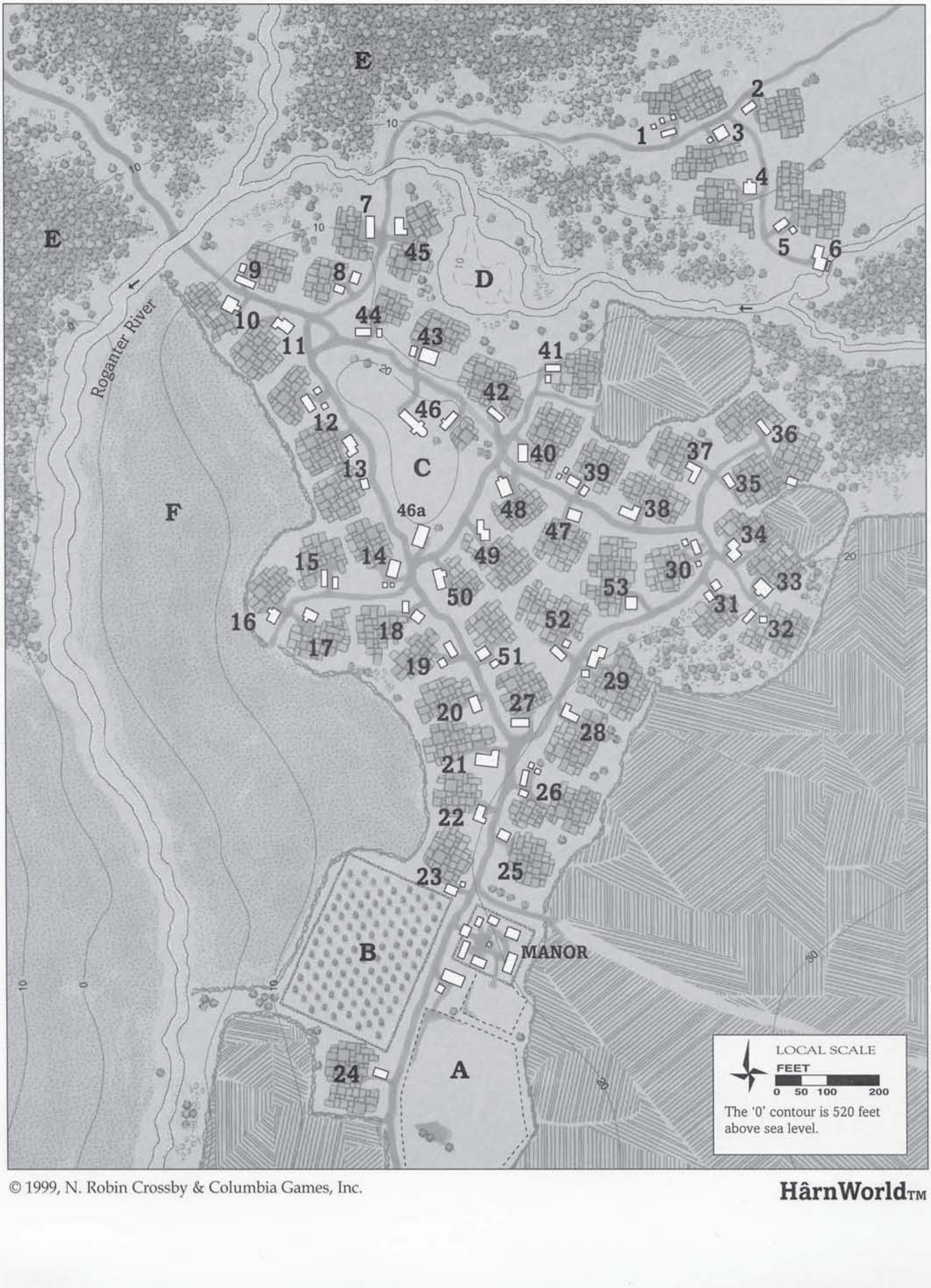
LIVESTOCK

HEAD	YIELD*	ACRES	LABOR	KIND
Oxen: 94	165	188	1,598	15,510
Cows: 60	239	120	1,200	14,340
Goats: 716	51	358	3,580	36,516
Sheep: 960	42	320	2,880	40,320
Swine: 540	19	54	1080	10,260
TOTALS		1,040	10,338	116,946

* Yields have been modified by LQ, FI, and WI. When using the optional detailed rules, replace LABOR and KIND totals in the Manor Budget (left) with the Crop and Livestock totals above.

ROGANTER 8 VILLAGE CENSUS

Tenant Occupation		HD Size	ML	Acres		Labor Days	Kind		Notes
				Serf	Free		Rent	Fees	
1	Villein	4	49	23	0	92	60	29	
2	Charcoaler	6	58	0	12	0	132	198	Fees include 180d license
3	Villein	5	71	23	0	92	60	29	
4	Half-Villein	5	91	14	0	56	60	20	
5	Villein/Woodward	7	83	29	0	0	60	35	
6	Miller	5	82	0	22	0	192	268	Fees include 240d license
7	Potter	8	88	0	40	0	300	190	Fees include 144d license
8	Yeoman/Longbow	5	68	0	31	0	60	37	
9	Villein	5	66	23	0	92	60	29	
10	Mason	9	76	0	12	0	132	162	
11	Villein	4	56	25	0	100	60	31	
12	Yeoman/Longbow	10	66	0	28	0	60	34	
13	Villein	4	82	27	0	108	60	33	
14	Metalsmith	2	88	0	26	0	216	176	
15	Half-Villein	4	57	13	0	52	60	19	
16	Cottar	2	74	1	0	4	60	7	
17	Half-Villein	3	77	11	0	44	60	17	
18	Villein	6	69	31	0	124	60	37	
19	Yeoman/Longbow	4	81	0	25	0	60	31	
20	Villein	5	75	28	0	112	60	34	
21	Villein	11	78	38	0	152	60	44	
22	Half-Villein	5	59	18	0	72	60	24	
23	Half-Villein	4	73	11	0	44	60	17	
24	Villein/Orcharder	5	103	27	0	0	60	33	
25	Villein	4	84	24	0	96	60	30	
26	Yeoman/Longbow	4	66	0	24	0	60	30	
27	Half-Villein	3	81	14	0	56	60	20	
28	Half-Villein	7	48	10	0	40	60	16	
29	Villein	5	69	26	0	104	60	32	
30	Villein	4	54	28	0	112	60	34	
31	Villein	5	67	21	0	84	60	27	
32	Half-Villein	5	91	15	0	60	60	21	
33	Cottar	3	54	3	0	12	60	9	
34	Cottar	2	65	2	0	8	60	8	
35	Cottar	1	102	4	0	16	60	10	
36	Villein/Beadle	7	101	34	0	0	60	40	
37	Cottar	3	74	3	0	12	60	9	
38	Salter	7	62	0	26	0	216	152	Fees include 120d license
39	Villein/Reeve	8	98	39	0	0	60	45	
40	Villein/Herder	6	96	29	0	0	60	35	
41	Villein	6	56	25	0	100	60	31	
42	Half-Villein	5	58	14	0	56	60	20	
43	Yeoman/Longbow	3	67	0	26	0	60	32	
44	Villein	12	76	23	0	92	60	29	
45	Woodcrafter	7	48	0	22	0	192	148	Fees include 120d License
46	Priest-Peoni	1	94	0	24	0	0	0	
47	Half-Villein	3	71	11	0	44	60	17	
48	Villein	5	104	32	0	128	60	38	
49	Villein	8	92	28	0	112	60	34	
50	Half-Villein	4	55	13	0	52	60	19	
51	Half-Villein	3	94	17	0	68	60	23	
52	Villein	4	64	23	0	92	60	29	
53	Half-Villein	5	76	8	0	32	60	14	
	TOTALS	**269**	•	**788**	**318**	**2,520**	**4,080**	**2,486**	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LOCAL SCALE
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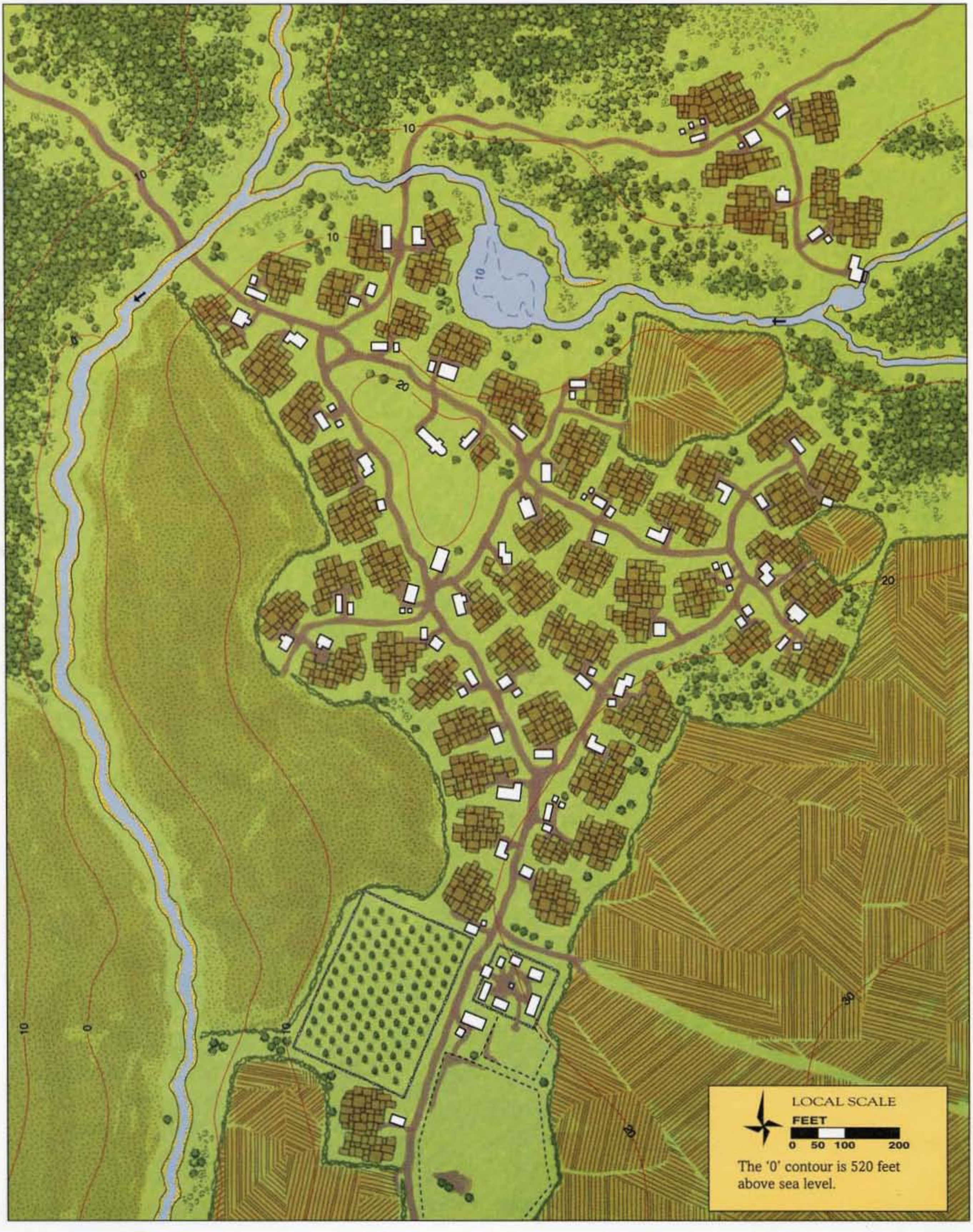
The '0' contour is 520 feet above sea level.

ROGANTER 10 PLAYER MAP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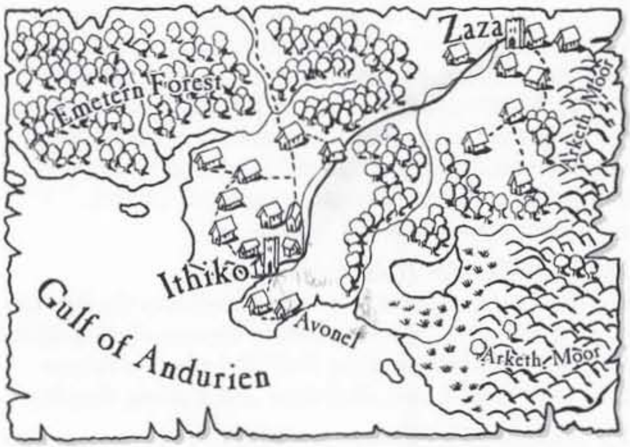
The '0' contour is 520 feet above sea level.

AVONEL

Location: Hohnamshire, Kingdom of Rethem
Holder: Clan Tassady
Liege: Earl Barzak of Ithiko
Population: Village 204; Manor 7



Avonel is a coastal manor in Rethem, held by Clan Tassady from Earl Barzak of Ithiko. The manor is located on the north shore of the Gulf of Andurien between Cape Whyd and Malasin Point. Avonel can be reached by a good road from Ithiko, but locals have always relied more on the sea for travel and trade.

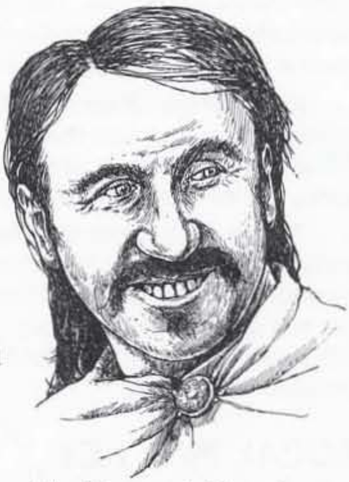
Avonel lies on a flat plain that is bounded to the north by Emetern Forest and to the east by Arketh Moor. The vegetation is mostly grassland and scattered heather moors, with mixed scrub of hawthorn, hazel, and birch. The sea bounds the fief to the south with steep rocky cliffs. A safe landfall is almost impossible except at Avonel where the mouth of the Amoine Brook forms a sandy beach and an inlet with a good anchorage.

The village is divided into two areas. The old or lower village lies within the gully formed by the Amoine Brook. The majority of the population here are fishermen, reflecting the manor's genesis as a fishing port. Most cottages along the narrow beach are built on stilts four to six feet high and are accessible by a flight of stairs that are often awash during the highest of tides. From the center of the lower village, a steep path leads up to a plateau where the upper village of Avonel sprawls. Most residents here are engaged in agriculture. Interaction between the upper and lower villages is limited. Most of the fishermen farm-out their acres to upper village tenants, and exchange fish for grain.

Current Affairs

Avonel has been held as a knight's fee by Clan Tassady for three generations. Most of the clan were killed in a dragonship raid in 715. Only the lord's young son, Gethro and his aunt Selina survived the carnage. Because Gethro (born 704) is a minor, the Earl of Ithiko now holds the fief in wardship. The earl appointed Sir Howart Mymby, a nephew, to act as bailiff of Avonel. The wardship will last for another six years, until Gethro comes of age and is knighted at age 21.

The Earl of Ithiko farmed the fief to Sir Mymby for an annual payment of £50. This fee is more than double what the earl formerly received as scutage and other feudal obligations, but the practice of taking a "little more" from a fief under wardship is almost a tradition. Sir Mymby ensures there is more than enough money to pay the earl. He has instituted a "defense tax" on grain and fish under the pretext of protecting the manor from future raids. He also refuses to spend the money needed to repair the damage caused by the 715 raid. The fief has a shabby appearance.



Sir Howart Mymby

Sir Mymby's impoverishing of the fief has not gone unnoticed by Selina and Gethro Tassady, but they are powerless. Selina, who is 27 and pretty, has sought influence by enticing Sir Mymby to her bed. These efforts have been spurned, which has only magnified Selina's low opinion of "that penny knight".

Selina has made sure that Gethro Tassady knows all about Mymby's greedy fief management. Gethro is too young to challenge a knight like Sir Mymby, but his defiance grows. Gethro aims to become a skilled hunter and warrior. He spends much of his spare time training with Eras, the resident Agrikan priest.

Earl Barzak leaves his bailiff alone. Sir Mymby has always been prompt with the feudal payments due and the earl has larger concerns. The earl is loyal to the crown, and is a staunch enemy of the Earl of Tormau, who seized nearby Ithius Keep from the Barzaks in 713. Earl Barzak knows the Earl of Tormau employs a large force of Orbaalese vikings. He believes the 715 raid on Avonel was yet another outrage sponsored by the Earl of Tormau. Earl Barzak knows that his lands have become the main site of conflict in the undeclared war between the Earl of Tormau and King Chafin III. The crown has so far failed to give Earl Barzak military support to counter the vastly greater wealth and power of the Earl of Tormau. Earl Barzak suffers few illusions about the likely outcome should the king abandon or betray him. While doing what he can to improve his defenses, Earl Barzak ponders the merit of an alliance with the Earl of Tormau.

Economics and Agrarian Life

Avonel has 2,130 gross acres, of which 370 are wooded and 1,760 cleared. Of the cleared land, the tenants hold 918 acres and the demesne is 842 acres. The principal crops grown are oats, barley, rye, and beans.

Rethem is noted for its cattle rearing and production of leather. Avonel is no exception; much of the wealth of the fief is generated from a large herd of long horned cattle owned by the lord. The cattle also support the hideworker, salter, and woodworker, since most of the meat is salted and shipped out in barrels.

Every fall the villagers slaughter a huge number of animals rather than feed them over the winter. Some villagers have their own cows, some keep a few pigs or goats, and everyone has chickens.

Ten Avonel households make their living from the sea, mainly working inshore to harvest crab, lobster, oysters, mussels, and other shellfish. Fishing license fees of 24d per year are paid to Sir Mymby, who also demands one fish in four for his kitchen. The fishermen are heavily burdened by this tax.

LOCAL MAP KEY

[A] The village anchorage where the sea meets Amoine Brook. The harbor bottom is sandy.

[B] A natural rock pillar sixty feet tall which shelters the harbor, but creates a perilous entrance for the unwary seaman. Known by local fishermen as Homestone, climbing it is an unofficial rite of passage for young men. Several have perished in the attempt.

[C] A natural reef with dumped boulders to form an artificial spit and breakwater. A picnic and work party is held each spring to repair winter storm damage.

[D] Watchtower Head towers over the harbor. It is manned by serfs on a rotating schedule to give warning of seaborne raids.

[E] Whale Head, although lower than Watchtower Head, offers a better view to the south and southwest.

[F] The Twyflor Brook marks the southern extremity of the village and powers the village mill.

[G] An area of rocky heath and scrub.

[H] The Amoine Brook runs about five leagues inland. It is a placid stream except for its last few hundred yards. A footbridge crosses the brook just north of the upper village. From the bridge to the Manorhouse ford, the brook drops 120 feet over a series of falls and rapids.

[I] Beech, oak, and yew woodland.

[J] The Manorhouse complex, detailed on Avonel 6.

THE VILLAGE RESIDENTS

The key numbers below correspond to the numbers on the GM Map and the *Village Census Form*.

1 FISHERMAN (Laron of Estor)

Laron is the de facto leader of the community of fishermen in Avonel. He is the master of a 24 foot nivik with which he plies the Gulf of Andurien in search of mackerel, herring, and cod. Laron's wife died giving birth of their fourth child in 717. Laron's eldest son is courting the daughter of Jeris [29]. Laron resents Mymby's high taxation and lands a portion of his catch at other ports. Sir Mymby's response, should he discover Laron's deception, would be harsh.

2 FISHERMAN (Febene of Estor)

Febene is a devout Peonian and believes the Agrikan priest Eras [33] to be a liar. Febene dreams of dousing the Agrikan's fiery tongue in the Gulf of Andurien. Febene lives with his wife, two adult sons, and a young daughter.

3 FISHERMAN (Pebya of Estor)

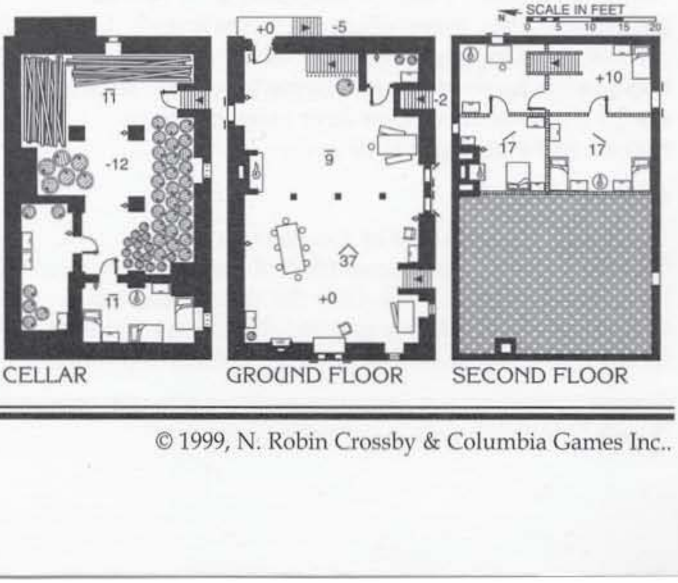
Pebya has a wife and two children.

4 WOODCRAFTER (Jabis of Amula)

Size: 5 Quality: **** Prices: Average

Jabis runs a large workshop, employing three journeymen and an apprentice. His workshop is a stone hall with a cellar that is partially below ground and entered from the street. The cellar's rooms are used as bedchambers for the journeymen and for lumber storage. The main floor is the workshop. There is a small cooking hearth and stairs to the floor above. The workshop is filled with workbenches, tools, scraps, and items under construction. A fireplace heats a copper tub that produces steam to soften wood. The floor above contains two bed chambers, one for Jabis and his wife and one for his two children. A third room is Jabis' office. An apprentice sleeps on a bed at the top of the stairs.

Jabis' primary business is the manufacture of barrels. The work has many stages from shaping, steam bending, and assembling the staves, to fitting the iron retaining bands that are manufactured by Pedkael's [24] apprentice. Most of Jabis' barrels leave the fief filled with salted beef and



fish, but his reputation is so good that many merchants will buy empty barrels from him. Jabis' workshop also produces all the furniture and wooden implements used by the villagers. Most of the buildings in the village are constructed from timber. Erecting and maintaining these buildings is another aspect of Jabis' business. He also makes minor repairs to the fishing boats; major damage must await the monthly visit of a journeyman shipwright from Ithiko.

5 FISHERMAN (Krasain of Akersyn)

Krasain and Laranak [7] are brothers who share a pinda. Both are loyal friends of Laron [1]. Krasain's household includes his wife's mother.

6 FISHERMAN (Mylirel of Jenal)

Mylirel and Jarhath [9] are brothers. Mylirel has a wife and four boys. His eldest son is deaf and mute.

7 FISHERMAN (Laranak of Akersyn)

Laranak's household has a wife, three boys, and a demented father who is sometimes found wandering in the upper village at night shouting at the sky. The youngest son recently spent a day in the stocks for throwing a stone at Sir Mymby. The boy had overheard his father complaining about the bailiff.

8 FISHERMAN (Kethkael of Akersyn)

Kethkael and his wife live with their two daughters. The eldest is unmarried. Their son drowned on a fishing trip when he fell overboard in rough weather.

9 FISHERMAN (Jarhath of Jenal)

Jarhath lives with his wife, son, and daughter-in-law who has just given birth to a boy with a clubfoot. Jarhath's brother is Mylirel [6].

10 FISHERMAN (Harerl of Rinda)

Harerl was a sailor from Golotha whose ship was rammed and boarded by pirates in 714. He escaped death by jumping overboard. He was later pulled from the sea by Laron [1] and has been called "big fish" ever since. He married Mythar's [11] daughter last fall. Harerl is delighted that Agrik has sent Eras [33] to Avonel. He preaches his faith to the other fishermen.

11 FISHERMAN (Mythar of Estor)

Mythar, his wife, and their two adult sons live together. A younger daughter, Wista, was recently married to Harerl [10]. The family is very poor.

12 COTTAR (Vorthrin of Retiga)

Vorthrin lives with a wife, three young boys, and an attractive adult daughter who is not yet betrothed.

13 HALF-VILLEIN (Yalak of Retiga)

Yalak's wife died during childbirth of their third child (who also died). His mother and her sister live in his cottage. He despises all villagers who honor Agrik.

14 SALTER (Kadene of Engbos)

Size: 3 Quality: *** Prices: Average

Kadene is an essential member of the village's economy, especially after the annual slaughter. Kadene lives with his wife and three children in a large wood-framed house. A journeyman and an apprentice complete his household.

15 COTTAR (Larma of Holgath)

Larma arrived at Avonel in 716. He and his two brothers are vassals of the Earl of Tormau. Several times per year, they report their observations to a visiting mercantyler from Tormau. Larma's youngest brother, Avel, has secretly married Lasa's [21] eldest daughter, Reina. Although she lives with her parents, Reina spends most of her time at the brothers' cottage ostensibly doing household chores. Larma and his brothers are devout Agrikans. They have become close to Eras [33]. A pit beneath the cottage hides a small cache of weapons including several spears and daggers. All three brothers are skilled in their use.

16 HALF-VILLEIN (Fertewn of Sanvis)

Fertewn lives with his wife, Lonja, who is the village midwife. They have one teenage son, Ferlon, who is far more interested in woodlore than agriculture. Fertewn has whipped his boy on numerous occasions for spending more time in the woods than in the fields, but nothing seems to deter Ferlon.

17 HALF-VILLEIN (Ryldmeld of Londa)

Ryldmeld and his wife have two sons and two daughters. His brother is Charthrin [23].

18 Villein (Finbene of Retiga)

Finbene's wife is Shenata's daughter [35]. They have four young children. Three months ago Mymby ordered Finbene to organize manning the watchtower (D). Finbene has created a rotating schedule with a different serf serving each day.

19 COTTAR (Horkael of Kanesta)

Horkael's wife is a servant at the manor. She is pregnant.

le bouillon Noir.

20 THE BLACK STEER (Yarbrond of Telo)

Size: 3 Quality: ** Prices: Low

The "Black Steer" is a popular watering hole for traders visiting the manor as well as locals. The inn was torched in the 715 raid and two teenage daughters were kidnapped. Yarbrond has rebuilt the inn, but recently buried his wife who never seemed to quite recover from the events of 715. Yarbrond always suspected she was raped but this she denied. Yarbrond's revenues have decreased by a third over the past year which he feels is mainly due to the higher taxes collected by Sir Mymby. Yarbrond has two sons, one 15 and the other 18. The sons promised their mother on her deathbed that they would discover the whereabouts of their kidnapped sisters and rescue them. Fearing the loss of his last two remaining children, Yarbrond discourages any such hopeless quest. Both sons know their task is virtually impossible, but swear to keep their pledge with or without their father's blessing. The family live in a separate cottage just north of the inn.

21 VILLEIN (Lasa of Kanesta)

Lasa lives with his wife and her father as well as three children.

22 COTTAR (Lyremeld of Londa)

Lyremeld's wife disappeared last winter. Village gossips say she fled to Ithiko with a lover, but Lyremeld insists she was taken by a sea monster. Lyremeld works in Eras' [33] fields, claiming to be loyal to Agrik, although he is really a man who bends as the wind blows. His eldest of two sons works with the Herdsman, Uran [27].

23 HALF-VILLEIN (Charthrin of Londa)

Charthrin lives with his wife and two sons. The elder boy has become a follower of Eras' [33] teachings, which upsets his parents greatly. Charthrin supervises work in the fields in conjunction with the Reeve [36].

24 METALSMITH (Pedkael of Wryin)

Size: 2 Quality: ** Prices: Low

Pedkael is barely competent enough to repair the village tools and pots. His work suffers from intoxication for he is a fixture at the *Black Steer* since his family was killed in the 715 raid. Most locals know to give work to journeyman Fantin. The journeyman and his wife expect to inherit the franchise soon unless Pedkael defeats his demon.

25 MILLER (Ebran of Derias)

Size: 4 Quality: *** Prices: High+

Twyflor Brook powers Ebran's mill. He is a careful worker and ensures that everyone receives their full quota of flour. His regular fee is 1/12. Sir Mymby has imposed an identical "defense tax" on all grain, and has charged Ebran to collect and deliver it to his beadle. Hence, Ebran now takes 1/6 of the grain, half for himself and half for the lord. Most folk understand, but that does not make them any happier with Ebran who takes, it seems, most of the abuse for the tax. Ebran's wife and two sons aid him with the mill.

26 YEOMAN LF (Lasis of Edsar)

Lasis is a former soldier of the Agrikan fighting order, *Companions of Roving Doom*. He has always dreamed of becoming a famous gladiator, but at age 36 he knows this is a fantasy best never fulfilled. Lasis is a devout Agrikan and he and Eras [33] spar almost daily to maintain their martial skills. Lasis knows the true identity of Eras and helps the cleric with his plan to resurrect the fortunes of the *Pillar of Fire*. A regular at the *Black Steer*, Lasis is aggressive and tends to challenge visitors. His wife is a difficult woman and he grows tired of her. Some village gossips call her the "Widow Edsa" because Lasis is almost never with her. They have four children.

27 VILLEIN/HERDER (Uran of Galle)

Uran enjoys greater freedom than most serfs. He has control of the manor's herd of longhorn cattle. He is up before dawn herding the cattle to pasture, and then ensures they do not stray on to croplands. He also supervises breeding the cattle. At dusk, he returns the cattle to the village barn [27a]. Uran has developed high skills for treating the cattle's injuries and diseases. He has a wife and two young daughters. Uran is assisted by the sons of two other serfs [22] and [28].

28 HALF-VILLEIN (Sherak of Londa)

Sherak has a wife, two sons, and a daughter. The eldest son works with the herder, Uran [27].

29 VILLEIN (Jeris of Londa)

Jeris has a wife and two adult children. His daughter has fallen in love with Laron's [1] eldest son. Jeris has forbidden their marriage and the lovers have pledged to jump from Whale Head next new moon. Son Ebor is having an affair with his uncle's [32] wife.

30 YEOMAN/BEADLE (Murmeld of Tosala)

Murmeld owes his job to Sir Mymby. Most of the villagers resent his small minded, heavy-handed tactics. His daughter is married to Chelo [37]. Murmeld and his wife are disappointed with their son's lack of interest in the military lifestyle. This household is Agrikan.

31 VILLEIN (Yameld of Sanvis)

Yameld is the former Reeve of Avonel. He lost his job to Kethor [36] when Sir Mymby arrived and resents all changes to the fief's operation. Yameld supports a wife, three children, and his mother.

32 VILLEIN (Jerilor of Londa)

Jerilor and his wife Lyna live alone. She is his second wife and is just 23 years old while he is 45. Lyna has seduced Ebor [29] and they meet often for a tryst when Jerilor is working in the fields. Jerilor does not know of his wife's adultery and would be incensed to discover that her lover is his own favorite nephew.

33 Agrikan Cleric (Eras of Frestor)

Eras has been a resident of Avonel for three years. He was sent to Avonel by Earl Barzak of Ithiko, charged with the task of ensuring Gethro Tassady was brought up within the faith.

Eras claims to be a priest of *Herpa the Mace*, but is really an Aperhanar (Master of Low Discipline) of the *Pillar of Fire*. This clerical order was largely exterminated in 717, a victim of politics and its own doctrine. The few priests who survived are covert, patiently rebuilding for a day of reckoning.

Eras spends two or three hours with Gethro Tassady most days, teaching him the ways of Agrik, which mostly means the best ways to inflict pain on Laranian prisoners. Eras' attention to this duty has earned him Gethro's respect and affection.

Eras also preaches to villagers, many of whom have embraced his teachings. Eras believes the masses must be converted to the faith so that their souls can fuel the Emperor of Flame to triumph over the whore Larani. This philosophy, a doctrine of the Pillar of Fire, is a heresy to most Agrikans and largely explains why the order was suppressed. Eras believes that the Peonian cleric [43], must be forced to depart this world before he will gain sway over the villagers.

Sir Mymby is unhappy with this activity of his "fiery priest". It upsets the peasants and that means less work and revenue. There is, however, little he can do since the Agrikan is a retainer of his liege Earl Barzak, and is also loved and protected by Gethro Tassady.

34 VILLEIN (Larib of Sanvis)

Larib and his wife live with their three children. Their oldest son is a student of the Agrikan cleric.

35 FARMER (Shenata of Frestel)

Shenata is an old lady of 64 who is used to getting her way. She continues to hold the tenancy even though her sons and grandsons actually work the land. The clan is second only to the lord in land held, and they hire many others to help work their land. Shenata is furious about Sir Mymby's defense tax and spends most of her free time plotting how to return him grief. Her latest scheme was to ensure a high turnout at the Harvest Feast two months ago. Sir Mymby had discouraged attendance over the years by providing poor fare and weak ale. Shenata brought a cask of good wine to share and brought the Peonian cleric as her guest to ensure that Sir Mymby and the Agrikan cleric would both be annoyed beyond belief. Surprisingly, Shenata and Selina Tassady like each other's company and are often seen together in conversation.

36 REEVE/VILLEIN (Kethor of Londa)

Sir Mymby appointed Kethor as Reeve when he arrived since he was the most obsequious Villein available. Kethor is not as well liked by the villagers, nor as experienced as Yameld [31]. However, he happily co-operates in Sir Mymby's deprivations. He is slow witted and has so far failed to note the growing resentment in the village. It may not be long before he meets with an untimely accident. Kethor and his wife have two children.

37 VILLEIN (Chelo of Sanvis)

Chelo lives with his wife and five sons. The family has converted to Agrikanism.

38 HALF-VILLEIN (Barik of Londa)

Barik has a wife, son, and two daughters. The eldest girl works part-time at the manor as a servant.

39 HIDEWORKER (Mikeld of Grentel)

Size: 2 Quality: ***** Prices: High

Mikeld has a wife and one apprentice. He is an excellent hideworker with a large compound one mile upstream (off-map) where he butchers the animals and skins them. Mikeld has four tanning vats and six tenter-frames to hold the drying leather. He uses an outbuilding (39a) for storage of tanned skins. Mikeld has three territorial dogs.

40 YEOMAN LF (Myhath of Harkinda)

Myhath came to Avonel with Sir Mymby and is loyal to him. He supports a wife and eight children, two of them adults. This household is Agrikan. Myhath is armed as Light Foot, but is developing skill with a longbow.

41 VILLEIN/WOODWARD (Kadain of Sanvis)

Kadain and his only son have constant disputes with the Timberwright [42], especially since Sir Mymby allowed the felling of four magnificent oaks.

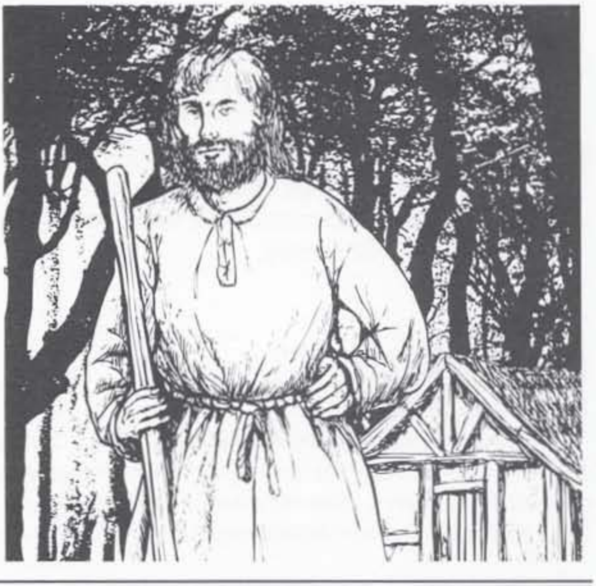
42 TIMBERWRIGHT (Rothmeld of Ifundis)

Size: 3 Quality: *** Prices: Average

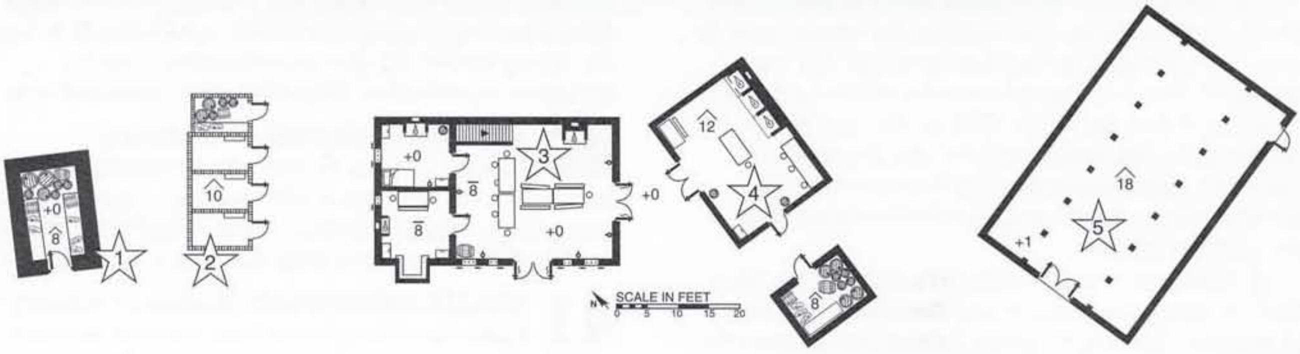
Rothmeld has a wife, six children, and he also supports a widowed sister and her son. He supplies the manor with timber and exports the finest woods to Ithiko and Golotha by sea. Traditionally he was restricted to trees on the outskirts of the fief, but Sir Mymby has granted him, at ten shillings per tree, license to harvest a stand of mature oaks near the village. Encouraged by an irate woodward, most villagers resent it.

43 PEONIAN CLERIC (Sotreld of Gamis)

Sotreld is a Peonian cleric who lives in a clearing north of the village. He has a small cottage and ten acres of tilled land, some near his hut and some further north. Sotreld has no temple, not even a shrine, but the faithful make the difficult journey to celebrate *Lesser Sapelah* (Low Mass) four times each month in his presence. Like most Peonian clerics in Rethem, Sotreld is tolerated by the Agrikan overlords only as a pacifying influence on the serfs. However, Eras [33] has different ideas about peasant souls and he schemes to have Sotreld removed from the fief.



AVONEL 6



MANORHOUSE

The Avonel manor complex is not enclosed within a wall or palisade. The buildings are strung along a level plateau, bounded by high cliffs in the rear and by a road and then a grassy slope down to the Amoine Brook in the front. With the exception of the wooden barn, all buildings are constructed of local stone. The great hall is the only building with a clay roof; all others are thatched.

[1] Storehouse: This building has thick stone walls and a thatched roof. Fruit, meats, fish, and other perishable foods are stored here.

[2] Stables: The stables house three palfreys and their tack. Lord Mymby's warhorse died four months ago and he is planning to buy another by summer. The "defense tax" will finance an excellent steed.

[3] Great Hall: The main area of the hall has four trestle tables for dining; they can be put away to allow more space. The stairs lead up to a bedchamber (not shown) used by the lord's family. Currently only Gethro Tassady and his aunt Selina live here. The bedchamber shown is occupied by Sir Mymby. The other room, built as the lady's sewing room, is now his office.

[4] Kitchen: Two large hearths, a bread oven and the preparation tables, define the kitchen. Most of the food is stored in the separate building to the south of the kitchen, while smoked bacon, cheeses, and dried herbs are stored in cupboards in the main kitchen.

[5] Barn: This double-aisled barn, entirely rebuilt in 716, is used to store demesne produce and winter feed. Three foul tempered mastiffs live in the barn. They answer only to Sir Mymby.

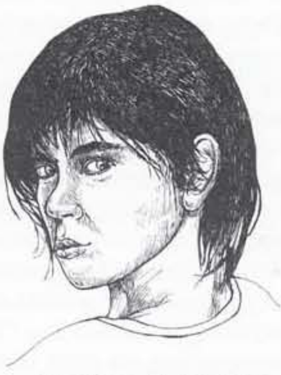
HOUSEHOLD

Sir Howart Mymby

Mymby is the bailiff of Avonel until Gethro Tassady comes of age in 725. He has imposed extra taxes and aids on the villagers, increased their obligations, and neglected maintenance duties, under the pretext of raising funds for defense and to pay scutage. Sir Mymby makes a quarterly trip to Ithiko where he pays the earl, and invests most of his profit from managing the fief into a perfumery owned by Koqu of Shanal.

Gethro Tassady

Born 704, Gethro Tassady is one of two surviving members of his clan in Avonel. His parents, two older brothers, and four other relatives were slain during a viking raid on the manor in 715. He survived by hiding in the woods to the north of the village; his aunt Selina was fortunate to be visiting Ithiko. Gethro carried the shame of his escape for many months, but that emotion soon turned to hatred. He is determined to have his revenge against the Earl of Tormau, who is widely believed to have employed the raiders. As a minor, Gethro has no control over the fief, and has vowed to take his revenge on Sir Mymby as well. In the meantime, Gethro practices his combat skills with the Agrikan priest.



Gethro Tassady

Selina Tassady

Selina was married to Gethro's uncle and was widowed during the viking raid. She returned from a journey to find her husband and all clansfolk except Gethro already buried. Selina could not persuade Earl Barzak to make her ward of Avonel until Gethro came of age. She can read and write and fulfills the role of Sir Mymby's chamberlain except in matters of money. Selina is 22 years old and seeks a new husband – she has tried in vain to seduce Sir Mymby but only to gain influence.

Servants and Retainers

Sir Mymby's thrift and the reduction in householders from the events of 715 have forced many of the servants to leave. Only an elderly cook and three servants remain. Sir Mymby uses serf labor from villagers to help with household duties when essential.

MANOR DATA AVONEL 7

GENERAL DATA

Topography: Coastal

Gross Acres	2,130
– Woods Acres	370
= Cleared Acres	1,760
– Tenant Acres	786
= Demesne Acres	974
Labor Pool	21,500
Labor Obligation	1,268
Land Quality	1.03
Fief Index	0.80
Trade Index	0.90

LORD'S HOUSEHOLD

Name/Occupation	ML	Each	#	Total	Loyalty
Fiefholder/Gethro Tassady	78	1,500	1	1,500	•
Bailiff/Sir Howart Mymby	84	2,000	1	2,000	68
Selina Tassady	77	1,500	1	1,500	92
Cook	92	500	1	500	78
Domestics	80	300	2	600	75
Stableboy	60	300	1	300	81
STABLE/Palfreys		900	3	2,700	•
			TOTAL	9,100	

MANOR BUDGET

	WEATHER INDEX: 1.00		ACRES	LABOR	KIND
FIEF BUDGET	1 Woods	Yield 15	370	1,110	+ 5,500
	2 Crops	Yield 49	880	5,280	+ 43,120
	3 Pasture	Yield 74	880	8,800	+ 65,120
	4 Waste		0		
	5 Total Harvest			= 15,190	=113,790
	6 Crop Seed		880		– 10,560
	7 Winter Feed		880		– 10,560
	8 Fief Maint. (40%)		1,760	1,690	– 3,379
	9 Assart		7	210	+ 840
	10 Fief Income			= 17,090	= 90,131
LORD'S BUDGET	11 Demesne Income (55%)				+ 49,572
	12 Tenant Rents & Fees				+ 6,479
	13 Glebe Revenue				+ 3,640
	14 Taxes & Tolls (includes extra "defense aid")				+ 4,766
	15 Amercements				+ 516
	16 Feudal Income				+
	17 TOTAL INCOME				= 64,973
	18 Household				– 9,100
	19 Feudal Payments (£50)				– 12,000
	20 Tithe (to Temple of Agrik, Ithiko)				– 6,497
	21 Labor Hired				– 6,524
	22 Political Expenses				– 2,130
	23 TOTAL EXPENSES				= 36,251
	24 PRIVY PURSE (Sir Mymby's Profit)				= 28,722

CROPS

CROP	YIELD*	ACRES	LABOR	KIND
Rye	37	88	440	3,526
Barley	40	264	1,584	10,560
Oats	35	88	440	3,080
Hay	33	264	1,320	8,712
Vegetables	66	176	1,408	11,616
Wheat		0	0	0
Fruit		0	0	0
TOTALS		880	5,192	37,224

LIVESTOCK

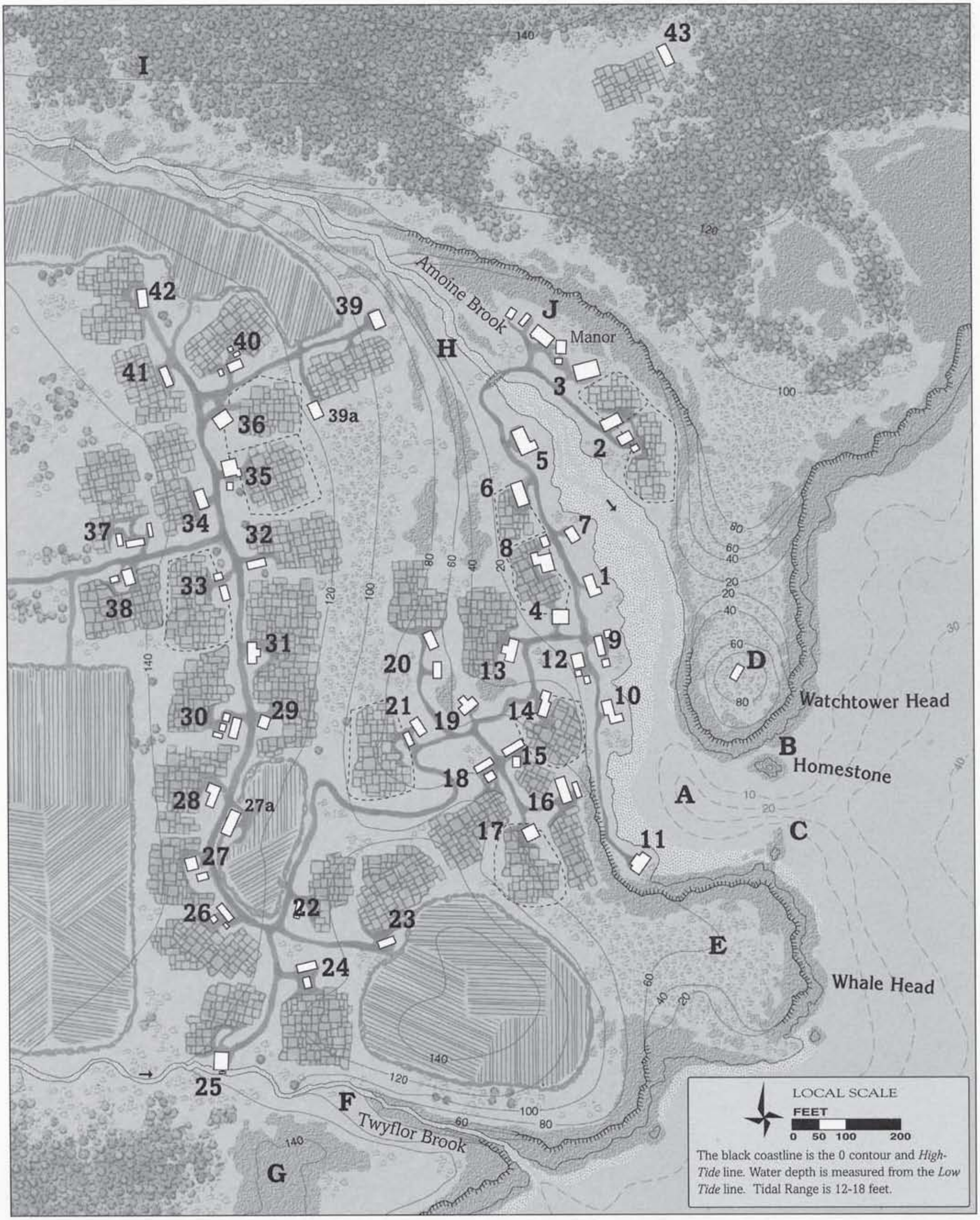
HEAD	YIELD*	ACRES	LABOR	KIND
Oxen: 89	107	178	1,513	9,523
Cows: 294	154	588	5,880	45,276
Goats: 94	32	47	470	3,008
Sheep: 123	27	41	369	3,321
Swine: 260	12	26	520	3,120
TOTALS		880	8,752	64,248

* Yields have been modified by LQ, FI, and WI. When using the optional detailed rules, replace LABOR and KIND totals in the Manor Budget (left) with the Crop and Livestock totals above.

HârnManor: Budget Form

AVONEL 8 VILLAGE CENSUS

	Tenant Occupation	HD Size	ML	Acres		Labor Days	Kind		Notes
				Serf	Free		Rent	Fees	
1	Fisherman	5	94	5	0	20	60	35	Fees include 24d License
2	Fisherman	5	91	3	0	12	60	33	Fees include 24d License
3	Fisherman	4	86	4	0	16	60	34	Fees include 24d License
4	Woodcrafter	8	89	0	10	0	120	136	Fees include 120d License
5	Fisherman	3	72	3	0	12	60	33	Fees include 24d License
6	Fisherman	6	49	4	0	16	60	34	Fees include 24d License
7	Fisherman	6	66	2	0	8	60	32	Fees include 24d License
8	Fisherman	4	68	3	0	12	60	33	Fees include 24d License
9	Fisherman	5	62	3	0	12	60	33	Fees include 24d License
10	Fisherman	2	46	2	0	8	60	32	Fees include 24d License
11	Fisherman	4	57	1	0	4	60	31	Fees include 24d License
12	Cottar	6	69	1	0	4	60	7	
13	Half-Villein	5	68	17	0	68	60	23	
14	Salter	7	72	0	11	0	126	137	Fees include 120d License
15	Cottar	3	63	1	0	4	60	7	
16	Half-Villein	3	68	12	0	48	60	18	
17	Half-Villein	6	72	17	0	68	60	23	
18	Villein	6	64	27	0	108	60	33	
19	Cottar	2	66	4	0	16	60	10	
20	Innkeeper	3	65	0	24	0	204	246	Fees include 216d License
21	Villein	6	91	28	0	112	60	34	
22	Cottar	3	72	4	0	16	60	10	
23	Half-Villein	4	76	17	0	68	60	23	
24	Metalsmith	3	77	0	9	0	114	159	Fees include 144d License
25	Miller	4	75	0	27	0	222	273	Fees include 240d License
26	Yeoman LF	6	68	0	15	0	60	21	
27	Villein/Herdsman	4	72	36	0	0	60	42	
28	Half-Villein	5	63	12	0	48	60	18	
29	Villein	4	68	27	0	108	60	33	
30	Yeoman LF/Beadle	3	58	0	17	0	60	23	
31	Villein	6	82	29	0	116	60	35	
32	Villein	2	74	27	0	108	60	33	
33	Cleric of Agrik	1	86	0	57	0	0	0	
34	Villein	5	77	28	0	112	60	34	
35	Freehold Farmer	13	83	0	115	0	750	121	
36	Villein/Reeve	4	63	26	0	0	60	32	
37	Villein	7	70	23	0	92	60	29	
38	Half-Villein	5	66	13	0	52	60	19	
39	Hideworker	3	97	0	53	0	378	203	Fees include 144d License
40	Yeoman LF	10	72	0	12	0	60	18	
41	Villein/Woodward	2	79	27	0	0	60	33	
42	Timberwright	10	64	0	20	0	180	242	Includes 216d License
43	Cleric of Peoni	1	81	0	10	0	0	0	
	TOTALS	204		406	380	1,268	4,074	2,405	


I
43
140
120
100
Amoine Brook
J
Manor
H
39
40
42
41
36
39a
3
2
5
35
6
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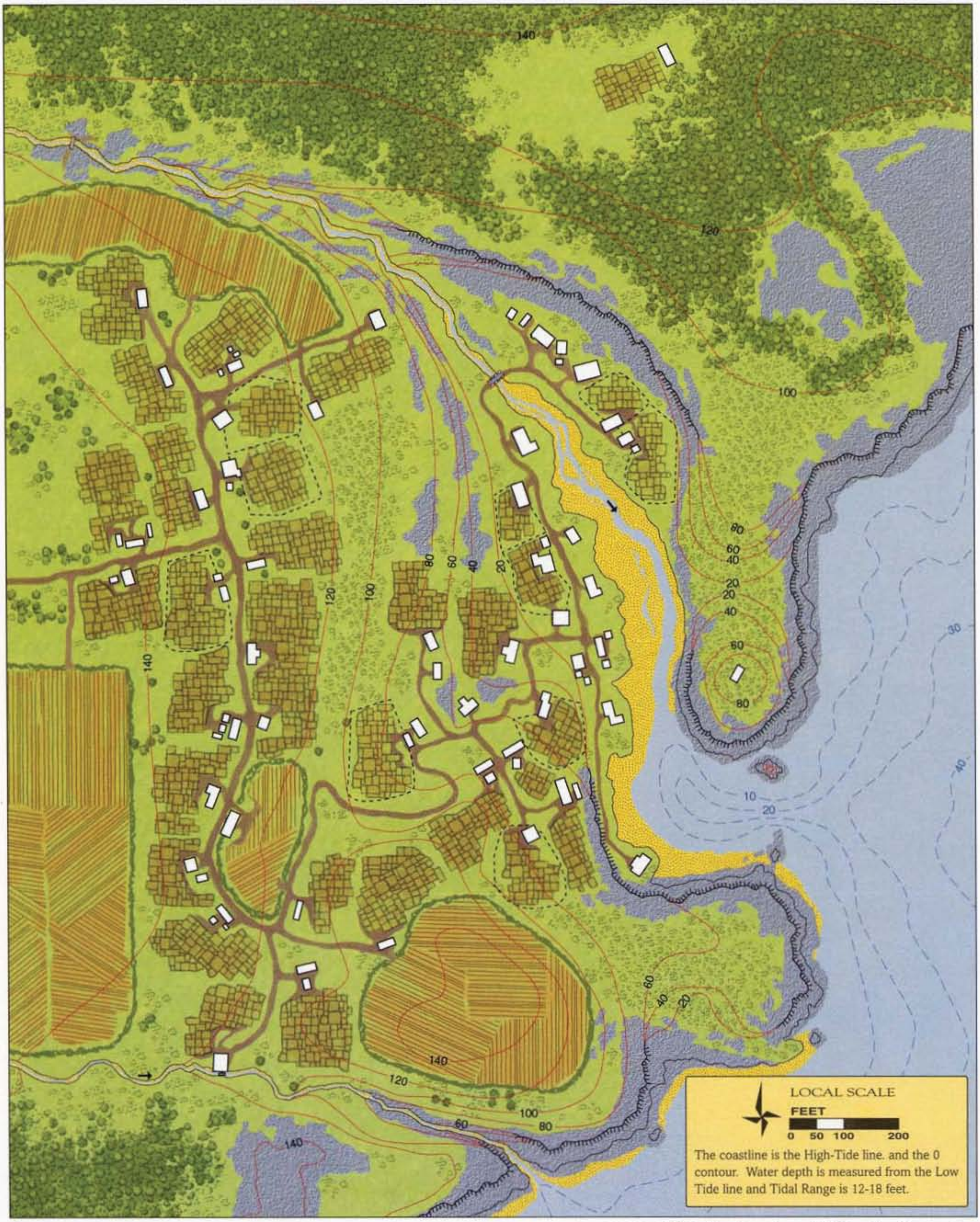
34
37
32
8
1
33
38
4
9
31
12
13
20
D
Watchtower Head
10
21
19
14
30
29
B
Homestone
15
18
A
C
28
27a
16
17
11
27
26
22
23
E
24
Whale Head
25
F
Twyflor Brook
G
LOCAL SCALE
FEET
0 50 100 200

The black coastline is the 0 contour and *High-Tide* line. Water depth is measured from the *Low Tide* line. Tidal Range is 12-18 feet.

AVONEL 10

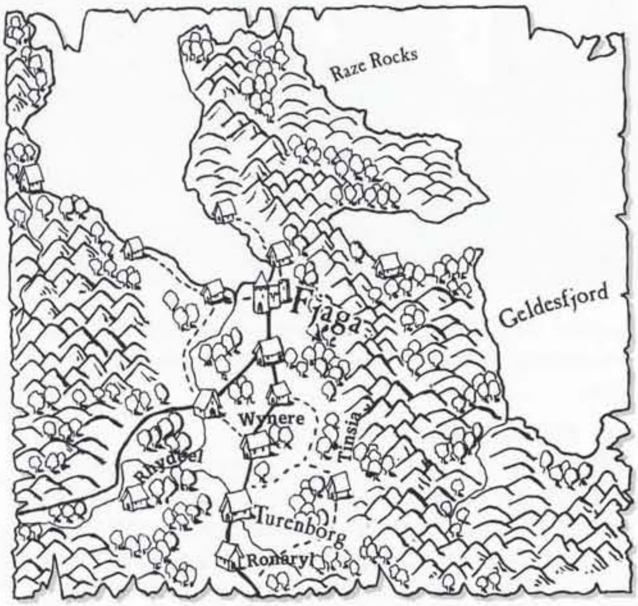
PLAYER MAP


LOCAL SCALE
FEET
0 50 100 200
140
120
100
80
60
40
20
10
30

The coastline is the High-Tide line. and the 0 contour. Water depth is measured from the Low Tide line and Tidal Range is 12-18 feet.

TURENBORG

Location: Geldeheim Region, Orbaal
Holder: Clan Turen
Tributary: Clan Staeld, Fjaga
Population: Ivinians 87; Jarin 42 (Total 129)



Turenborg lies on the main road between Fjaga and Geldeheim. This route passes through low hills and was an important link road in the time of the Jarin lords. The old Jarin name of *Rylsture* is not used officially, but the Jarin have not forgotten it. Although the Ivinians tend to take the quicker route of sailing around the Raze Rocks and into the Geldesfjord to reach Geldeheim, the Jarin have little choice but to walk.

Turenborg is the Ivinian name for the settlement, after the local Ture River. The mixed Ivinian clans who conquered Rylsture began to use the clan name Turen. Four local settlements, Rhydeel, Ronaryl, Tinsia, and Wynere, owe tribute to the Turens. The Turens owe tribute to the Staelds of Fjaga.

History

The Jarin hamlet of *Rylsture* was founded around 520 where the main southbound road from *Cwessyl* (now Fjaga) to *Lethwyn* (now Geldeheim) fords the Ture River. The nearby uplands had poor land, but the flat terrace to the south of the river was sufficiently fertile to sustain a village. The community prospered under the protection of the Lord of Cwessyl and grew to a population of more than 200 before the Ivinian Conquest.

Cwessyl fell to the Ivinians in 666. Jarin legend recounts that the Lord of Cwessyl, despite three mortal wounds, retreated to Rylsture and made a last stand on Battle Hill against pursuing vikings. Afterwards the village was put to the sword and less than half survived. The curses and cries of wounded and dying men are sometimes heard on Battle Hill on new Yael nights.

The surviving Jarin were quickly subjugated. The Ivinians demolished part of the village to build a thranaal with six traditional longhouses inside a circular banked enclosure. By 670, the thranaal was complete and the conquering clansmen renamed the settlement Turenborg.

The Ivinian conquerors were an alien culture of warrior freemen who had no respect for the relatively peaceful and mystical Jarin. This led to an unreasonable degree of oppression that culminated with the Jarin Rebellion that lasted from 701-03. Turenborg proved to be one center of unrest. The thranaal was seized by the rebels in 701 and several atrocities were committed in the name of revenge. This liberation lasted just one winter. In Peonu, 702, Ivinian forces from Geldeheim attacked and recovered Turenborg and the revolt ended with the bodies of over 150 Jarin cremated in a victory pyre. The failed revolt served only to delay assimilation and ensure another generation of Ivinian oppression.

Economics & Agrarian Life

The Ivinian rule of Turenborg is typical among conquered villages. The roles of the two populations are clearly segmented. Those of Ivinian descent live together in longhouses, mostly enclosed by a rampart forming a thranaal. They are the rulers and craftsmen who hold monopolies.

Jarin serfs and thralls cultivate most of the land in the village. The serfs are required to pay a tribute to Clan Turen in kind and labor roughly equivalent to a feudal serf. Each of the Ivinian households owns a few thralls (slaves).

Throughout most of Orbaal the inner/outer field system of land use is practiced. Instead of dividing the arable land into two equal areas, the land is divided into three parts. The inner third (land closest to the village) is cultivated each year employing lots of manure and crop rotation to maintain fertility. The outer two-thirds are devoted entirely to permanent pasture, or half is cultivated and half is fallow. This means that up to two -thirds of the arable land may be under cultivation in any given year although it is more common to have one third crops and two thirds pasture.

Oats and rye are the primary grains planted. Vegetables are common and a staple dish is bean, onion and cabbage soup. Swine are popular and most houses have a goat for milk and chickens for eggs. Only Clan Turen has cattle. The shaggy russet-brown longhairs, unlike their southern cousins, are happy grazing in scrub land and moor.

TURENBORG 2

LOCAL MAP KEY

[A] The inner fields which are cultivated every year. Outer fields, either permanent pasture or waste, are located to the South and East of the village.

[B] Meadowland. Hay grown here is stored to feed livestock over the winter.

[C] Two small islands are home to wild fowl, and several herons. They are reserved for Ivinian tables.

[D] Borga's Ford. The Ture River is relatively broad and runs five to seven feet deep depending on the season. This is the only good ford within several leagues.

[E] Vakem Wood. The Ture valley has long been exploited for its timber. Vakem Wood still has a few large spruce and cedar trees, but most local woodland is thorny brambles and alder trees.

THE IVINIANS

1 VALHAKAR (Firan of Turen)

Firan is the Valhakar (clanhead) of Clan Turen. His thranaal has six longhouses, each roughly 50 by 25 feet. The buildings are defended by a stout wooden palisade, five feet high. Firan's longhouse is similar to the others except the interior furnishings are better, and there is a carved runic pole signifying rank outside the main door. See Turenborg 5 for household details.

2 METALSMITH (Barak of Turen)

Size: 4 Quality ** Price: Average

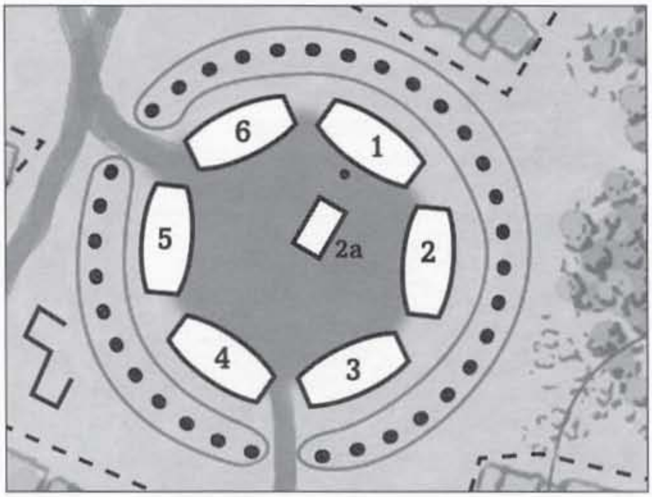
Barak has three wives and eight children, and his longhouse is also home to his brother's family of six as well. When Barak married his first wife, the sister of Firan [1] he was adopted into clan Turen. However, his brother and family remain members of Barak's own Clan Rindaar.

Barak's smithy is the only craft within Turenborg which has a separate workshop (2a). Barak and his uncle, Turvak, work in the smithy, as do their sons. The pig iron and charcoal required by the smithy are all brought into Turenborg by pack mules from Fjaga. The metal is refined in the smithy before being made into finished goods. Barak also supplies the outlying villages of the area.

3 WOODCRAFTER (Finrik of Turen)

Size: 2 Quality ***** Price: High+

Finrik, age 42, is a skilled carpenter and woodcarver. He specializes in carved wooden cups and bowls, ornamental boxes, spindle whorls, beads, toys, and puppets. He is well known for his carved gaming boards, the best of which he sells with ivory gaming pieces supplied by Torvald [6]. Finrik claims the King of Shorkyne uses a chess set they made. Once each month Finrik travels to Fjaga and then to Geldeheim by ship to sell his wares to eager traders who resell them in southern cities. Finrik has two wives, and three children. The oldest child, Finrikar, is 16 and is already a good woodcrafter. When the weather is good, Finrik likes to work outdoors, and his favorite "workshop" is Vakem Wood along the south bank of the Ture.



4 FURRIER (Stein of Turen)

Size: 2 Quality ** Price: Average

Stein's first wife, Andrana, is childless. Although Stein is a brother of Firan [1], he has been unpopular with most clansfolk since his decision in 718 to take a beautiful Jarin woman, Gwyna, as second wife. Gwyna is ignored by most of the Turen women, but that may change since she is now pregnant.

Stein's business is animal furs. He deals mainly with small, high value furs, such as squirrel, stoat, beaver, mink, and fox. Stein purchases most pelts from local trappers, many of them Jarin. He cleans and preserves the pelts for export to Fjaga and Geldeheim, but he also crafts some finished goods for local clansmen. Stein focuses on purchasing and selling while his assistant cleans and preserves the skins. The assistant is a fostered son from a family of furriers in Geldeheim who are among Stein's best customers.

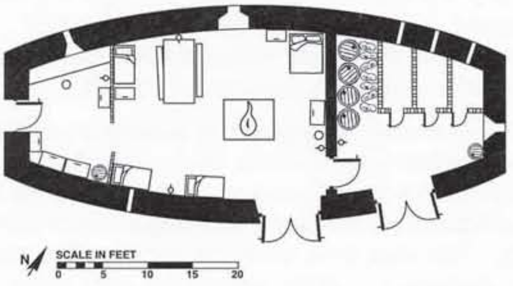
5 POTTER/BREWER (Bjan of Turen)

Size: 5 Quality *** Price: Low

Bjan is a man of many trades. He is a potter of some skill, and works a deposit of clay located about one mile downstream (off map) on the south bank of the Ture. He is also the local brewer of ales, ciders, and meads, which is mostly done by his two wives and daughter. Bjan also has two adult sons. The youngest son, Daal, recently went to Fjaga to become a seaman. The eldest, also called Bjan, returned last year from two years of viking with a purse rumored to contain over £500 in silver, gold, and jewels. He already has two wives and is negotiating the brideprice of a third. Firan [1] is fond of Bjan the Younger but the Valhakar's own sons are jealous and not pleased with this attention. Bjan loaned Firan £50 last year and negotiated no craft fees until the loan is repaid.

6 BONECARVER (Torvald of Turen)

Size: 3 Quality **** Price: High



Torvald, a cousin of Firan [1], lives in a traditional longhouse within the thranaal. He has three wives, three children, and two thralls. Tarik the thrall, works Torvald's acres. Eisla, a young female thrall, helps the wives work around the longhouse and looks after Torvald's goats, pigs, and chickens.

Torvald is a crafter of bone, shells, antler, and walrus ivory. Both of his sons contribute to the family business. Torvald's goods include drinking horns, gaming pieces, combs, needles, tool handles, broaches, and buttons. These artifacts are highly polished and usually scrimshawed (engraved). His sources of material are mostly local, except narwhal horn and walrus tusks are imported. Some of his best work is exported to Geldeheim and other trading centers.

The longhouse was built by his grandfather to a simple and traditional design; with thick dry-stone walls, insulated with moss, and a turf roof. Torvald's father replaced the turf roof with thatch. The longhouse used to be one large open hall, with a barn for livestock at one end, sleeping quarters at the other end, and an open space between them for working and eating. Torvald is less of a traditionalist than his forebears and has adopted several modern ideas.

A stone wall now divides the main hall from the stable which now has three stalls for animals, and stores of food in barrels and sacks. A new double door to the stable was also added. The west end of the longhouse is used to store raw materials and finished goods. There is a workbench for indoor use when the weather is too nasty to work outside.

The main section of the longhouse is the central sleeping and eating area. There are three double-bunks against the walls, one for each wife, but Torvald sleeps in a large, separate bed.

7 PRIEST OF SARAJIN (Vergen of Kregar)

Clan Kregar have been priests of Turenborg since 688. Vergen, the founder's grandson, is a newly ordained cleric of Sarajin. He returned six months ago from a pilgrimage to Lokis to find his father had died of heart failure. He is just 24 and unmarried, but his mother, one younger brother who is married with one child, three unmarried sisters, and two wolfhounds share his longhouse. Vergen's youthful enthusiasm has established him as a zealous priest who would like Turenborg to exemplify the Ljarl. Most of Turenborg's Ivinians are inclined to be a bit more pragmatic.

8 MILLER (Larsel of Laasen)

Larsel operates an ox powered mill. He has four wives and six children.

9 HIDEWORKER (Magnar of Salgar)

Size: 5 Quality *** Price: Low

Magnar's clan has been associated with the Staelds for many generations. He has three wives and eight children. Magnar's chief business is the slaughter and butchery of the manor's livestock, and the tanning of skins. Two of his wives make semi-waterproof clothing and his two eldest sons are competent leatherworkers.

THE JARIN

Thirty-four Jarin clanholds pay tribute to Clan Turen, but only nine are located in Turenborg. The others exist in four satellite villages, *Rhydeel, Ronaryl, Tinsia,* and *Wynere* each about one league distant. Each village is supervised by a Jarin reeve similar to Arthel [10] and each pays tribute to Clan Turen of ten (10d) pence per acre.

10 SERF/REEVE (Arthel of Paryn)

Arthel the Reeve has a wife and four children. He is the main liaison between Clan Turen and the Jarin tenants. He speaks only Orbaalese, but can read both Runic and Lakise scripts. Arthel dislikes the sometimes harsh rule of Clan Turen as much as any other Jarin, but he co-operates to keep the peace. He believes that within a generation or two the vastly superior numbers of Jarin will assimilate their Ivinian conquerors, and he worries about the young hotheads who only want blood. Although supported by a majority of the local Jarin and Ivinians, Arthel is forever wary, especially of strangers. Many a Jarin collaborator has found himself clutching a slit throat and gazing, if only for a moment, into the eyes of a smiling *Aenghysa* assassin.

11 SERF (Echen of Vilryn)

Echen's household includes his mother and a son. His wife died of a snake bite two years ago. Several months ago Echen's son, Edil, was severely beaten by Firan [1]. Edil has sworn to kill Beregar at the first opportunity. Echen is seething with anger at this injustice but fears his son's threat will destroy the family.

12 SERF (Ladar of Vilryn)

Ladar's younger brother escaped several years ago and has sent word back to join him in Leriel. Ladar is considering flight as soon as possible. His wife is terrified of the dangers of the journey, and of the consequences if they are pursued and caught.

13 SERF (Arin of Vilryn)

Arin is unmarried and lives with his mother and two younger sisters. He towers above all other village residents, even the Ivinians. He is a hard worker and good natured, but a man never to be trusted with a pretty daughter or lonely wife. Most believe his father was Ivinian given his blond hair, blue eyes, and height.

14 SERF/HERDER (Selas of Paryn)

Selas' family has looked after the hardy, longhaired cattle for as long as anyone can remember. Selas still performs that function, although Clan Turen now own all the cattle. Selas' home has two stories which is unusual for a peasant cottage. The ground floor is constructed from stone, and the upper story of wood can only be reached by an external stair. Selas, his wife, and three children occupy this upper level. The rising heat from the cattle keeps the upper story warm even in winter. The family is used to the smell.

15 SERF (Bagan of Esvilda)

Bagan lost ten acres of land in 718 after failing to deliver his proper share of tribute. Illness prevented him working for two months, but those who cannot meet their obligations are expected to hire a substitute. He has no children. Bagan's wife, Halinda, has been unfaithful with Arin [13] for she, like many others, finds the blond giant irresistible.

16 SERF (Caduach of Esvilda)

Caduach is a veteran of the Jarin Revolt of 701 and was, in fact, captain of the rebels in this region. That fact is not known to any Ivinian (or else he would be dead) and only to a few Jarin of similar persuasion. Many have asked him to lead another revolt, but Caduach, now 54, has no interest in further bloodshed. He and his wife and two children want to be left alone in peace.

17 FREEMAN (Marth of Barwyn)

Marth, 75, is the *trehaen*, the traditional storyteller of Jarin folklore. He is often absent visiting the four surrounding villages to keep alive Jarin culture. Firan Turen is not happy about these activities, but he prefers an "old goat he knows" to another *trehaen* who would soon replace Marth. Even so, the *trehaen* has received several beatings from other Turens, and on one occasion only the personal and humiliating intervention of Arthel the Reeve [10] prevented Marth from being hanged by four drunken huscarls. Some Jarin say Marth is a warlock or soothsayer.

18 THRALL HOUSES

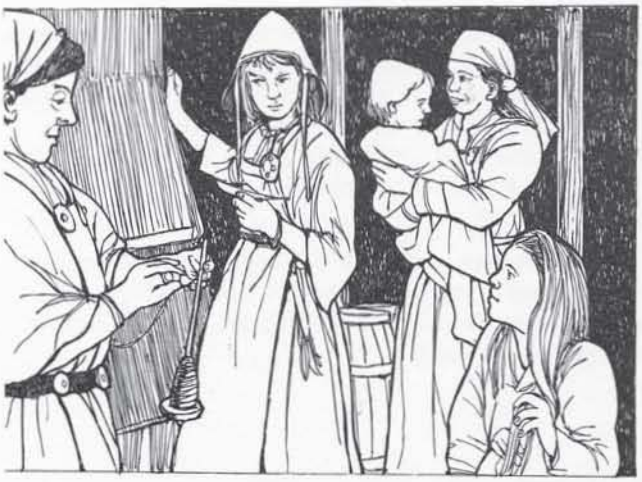
Turenborg has a population of fifteen (15) thralls: five adult males, six adult females, and four children. This is more thralls than would normally be found in a thranaal of this size. A few thralls are second or even third generation, but most were orphan children of Jarin parents who perished in the revolt of 701/02.

The thralls are the property of individual families. Some Orbaalese lords maintain thralls as trained warriors, although none exist in Turenborg. At Turenborg the thralls are forbidden from sleeping in the longhouses of their owners. This edict arose when the seizure of the thranaal in 701 was traced to thralls opening the gates to the rebels.

Married thralls and children share the larger house, single females (3) the west house and single males (2) the east house. Thralls may not marry without their owner's permission. This may require an agreement between two owners. Children of thralls are the property of their mother's owner.

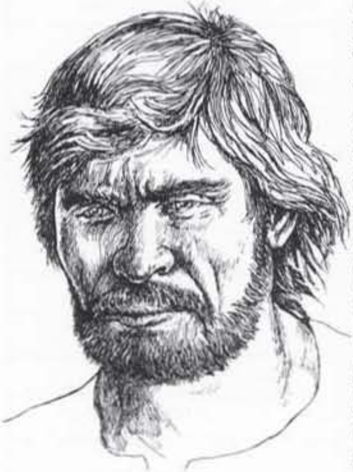
The thralls of Turenborg must stay within the confines of their thrallhouse from dusk to dawn. Violation of this curfew draws a severe beating, or worse. Where rules are broken and the miscreant cannot be identified, a thrall is drawn by random lot for punishment. Thralls who try to flee Turenborg are invariably pursued and caught. Firan [1] hunts escapees with dogs and considers the event a sport.

Most thralls work the fields of their owners, but some do other tasks including skilled craftwork. Though they are of lower class than serfs, thralls are often better treated than serfs because their owners consider them chattels and therefore symbols of status.



CLAN TUREN

Clan Turen is a junior branch of Clan Staeld, a tributary clan of the ruling house of Orbaal and holders of Fjaga keep. The Turens have ruled Turenborg since 666. The current clanhead, Firan Turen, is a cousin of Valhakar Albyn Staeld of Fjaga, and also a cousin, once removed, of King Alegar II. Most of the Ivinian families in Turenborg, are related to Clan Turen, either by birth, marriage, or adoption.



Firan Turen, 46

Firan is valhakar of Clan Turen and Lord of Turenborg. He is leader of the *Thrangaad*, a council open to all clansmen with three or more wives. In theory, the valhakar governs on the advice of the thrangaad, and can be deposed by unanimous vote of the council. In practice, the valhakar governs at will unless the clan is in danger of destruction by his actions.

FIRAN'S WIVES

When Firan's second wife died last spring, a quick marriage was arranged to maintain the minimum three wives he needs to remain valhakar. His current three wives are:

Haelga Turen, 41

First wife of Firan and holder of the keys to the longhouse. She is a stern, conservative woman with hair as gray as her demeanor. She is very strict and imposes her will on the whole of the thranaal. She believes that the thralls have too much free time, and constantly finds reasons to scold and beat them. Hael is the mother of Engrid, Mord, and Beregar.

Karissa Turen, 35

Karissa, an apprentice at the Odivshe chantry in Chyrefal, was captured as a warbride in 700. She has come to accept her fate and given birth to three children: Sweyn, Thoeny, and Felina.

Eilyn Turen, 27

Eilyn is from Seldholm, a tributary of the royal clan Tarreskeld in the upper reaches of the Geldesfjord. Firan is well pleased with his new wife. She is plain but lusty, and is with child after six months of marriage. Moreover, Clan Seld have strong connections to the Tarreskelds, the royal clan of Orbaal, which never hurts when counting swords.

FIRAN'S CHILDREN

Engrid Turen, 23 (female)

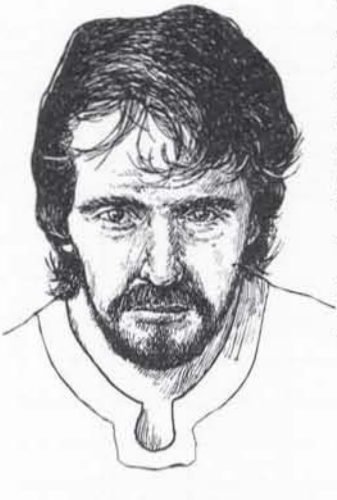
The oldest child of Firan and Haelga is unattractive, six feet tall, and weighs almost 200 pounds. She became a shield maiden and has beaten over a dozen men in combat. She has an intense disgust for her brother, Mord.

Mord Turen, 21 (male)

The oldest and estranged son of Firan and Haelga. Last fall, the tribute caravan for Clan Staeld, commanded by Mord, was ambushed and seized by Jarin brigands on the road to Fjaga. Outnumbered three to one, Mord had little choice but to flee or die, but has been ostracized for his cowardice and the loss of amber and furs worth £70. Mord knows he must redeem his good name if he hopes to succeed his father as clanhead. Joining a viking expedition and returning to repay the lost tribute (with interest) is about his only hope.

Sweyn Turen, 19 (male)

Sweyn and Jornal have the same birthday and the same father, but were born to different mothers. They have been inseparable since childhood, and are sometimes mistaken for twins.



Jornal Turen, 19 (male)

Jornal is the likely successor of Firan, a tall and very broad shouldered athletic young man. He is engaged to marry Teala of Clan Staeld, a daughter of Valhakar Albyn Staeld, when she reaches fourteen. Jornal was the only child of Firan's second wife, Mira, who died last year.

Thoeny Turin, 16 (female)

Thoeny is betrothed to the eldest son of the valhakar of Clan Hjaen. The marriage is to take place this year in midsummer. Thoeny is terrified about the arrangement and confides in her half-sister Engrid. Her mother, Karissa, has told Thoeny of wonderful places and people with magical abilities. Both Thoeny and her mother believe she has special abilities.

Felina Turen Age 13 (female)

Felina is the comely daughter of Karissa. It has been proposed that she marry Meraag Taareskeld when he comes of age. Firan makes regular offerings to the Elkyri Freana for intercession on his daughter's behalf, and ponders what brideprice he might demand for such an advantageous match.

TURENBORG 6 VILLAGE CENSUS

Tenant Occupation		HD Size	ML	Acres		Labor Days	Kind		Notes
				Serf	Free		Rent	Fees	
1	Valhakar	15		0	180	0	0	0	
2	Metalsmith	18		0	60	0	420	210	Fees include 144d license
3	Woodcrafter	6		0	72	0	432	188	Fees include 120d license
4	Furrier	4		0	58	0	408	208	Fees include 144d license
5	Brewer/Potter	6		0	74	0	504	80	Craft Fees exempt
6	Bonecarver	7		0	82	0	552	232	Fees include 144d license
7	Priest of Sarajin	8		0	85	0	570	91	
8	Miller	11		0	82	0	552	328	Fees include 240d license
9	Hideworker	12		0	74	0	504	224	Fees include 144d license
10	Serf/Reeve	6		32	0	0	60	38	
11	Serf	3		28	0	112	60	34	
12	Serf	2		16	0	64	60	22	
13	Serf	4		27	0	108	60	33	
14	Serf/Herder	5		33	0	0	60	39	
15	Serf	2		14	0	56	60	20	
16	Serf	4		5	0	20	60	11	
17	Freeman/Trehaen	1		0	4	0	84	10	
18	Thralls	15		0	0	3060	0	0	
	TOTALS	129		155	761	3,420	4,446	1,768	

HârnManor Village Census

MANOR BUDGET TURENBORG 7

GENERAL DATA

Topography: Highland

Gross Acres	1,310
– Woods Acres	394
= Cleared Acres	916
– Tenant Acres	736
= Demesne Acres	180
Labor Pool	11,560
Labor Obligation	3,420
Land Quality	0.91
Fief Index	1.00
Trade Index	1.30

LORD'S HOUSEHOLD

Valhakar Firan Turen	77	3,000	1	3,000	•
Wife Haelga Turen	87	2,000	1	2,000	84
Wife Karissa Turen	59	2,000	1	2,000	82
Wife Eilyn Turen	66	2,000	1	2,000	92
Engrid Turen	84	1,500	1	1,500	85
Mord Turen	64	1,500	1	1,500	81
Sweyn Turen	72	1,500	1	1,500	90
Jornal Turen	73	1,500	1	1,500	83
Thoeny Turen	56	1,500	1	1,500	86
Felina Turen	60	1,500	1	1,500	88
Beregar Turen	56	1,000		1,000	92
Huscarls (LF: Spear/Roundshield)	75/65	600	4	2400	90
STABLE Palfreys	--	900	3	2,700	
			TOTAL	24,100	

MANOR BUDGET

WEATHER INDEX: 1.00		ACRES	LABOR	KIND
FIEF BUDGET				
1 Woods	Yield 16	394	1,182	+ 6,304
2 Crops	Yield 55	305	1,830	+ 16,775
3 Pasture	Yield 82	566	5,660	+ 46,412
4 Waste		45		
5 Total Harvest			= 8,672	= 69,491
6 Crop Seed		305		– 3,660
7 Winter Feed		566		– 6,792
8 Fief Maint. (100%)		916	2,748	– 5,496
9 Assart		4	120	+ 480
10 Fief Income			= 11,540	= 54,023
LORD'S BUDGET				
11 Demesne Income (20%)				+ 10,805
12 Tenant Rents & Fees				+ 6,214
13 Glebe Revenue				+ 0
14 Taxes & Tolls				+ 3,276
15 Amercements				+ 315
16 Feudal Income (Tribute from outlying villages)				+ 31,200
17 TOTAL INCOME				= 51,810
18 Household				– 24,100
19 Feudal Payments (£70)				– 16,800
20 Tithe				– 5,181
21 Labor Hired (Thrall Support)				– 1,400
22 Political Expenses				– 2,000
23 TOTAL EXPENSES				= 49,481
24 PRIVY PURSE				= 2,329

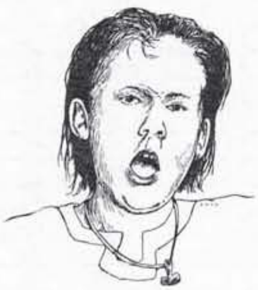
CROPS

CROP	YIELD*	ACRES	LABOR	KIND
Rye	41	40	200	1,492
Barley	44	40	240	1,602
Oats	38	40	200	1,383
Hay	36	112	560	3,669
Vegetables	73	73	584	4,849
Wheat		0	0	0
Fruit		0	0	0
TOTALS		305	1,784	12,996

LIVESTOCK

Head	Yield*	Acres	Labor	Kind
Oxen: 45	118	90	765	5,310
Cows: 184	171	368	3,680	31,464
Goats: 132	36	66	660	4,752
Sheep: 0		0	0	0
Swine: 420	13	42	840	5,460
TOTALS		566	5,945	46,986

* Yields have been modified by LQ, FI, and WI. When using the optional detailed rules, replace LABOR and KIND totals in the Manor Budget (left) with the Crop and Livestock totals above.



Beregar, 12 (male)
Beregar is a spoiled brat. He is the child of Firan and Haelga and enjoys tormenting and bullying Jarin children.

Beregar delights in finding new ways to be cruel. His pranks include sticking kids with pins, tripping them, or making messes they must clean.

Some months ago Beregar goaded the Echen's [11] son, Edil, to the point where the Jarin boy knocked him to the ground. Firan arrived on the scene and severely beat Edil, inflicting head injuries that have yet to heal. Edil has sworn to kill Beregar at the first opportunity. Echen knows this is no idle threat and fears his own future.

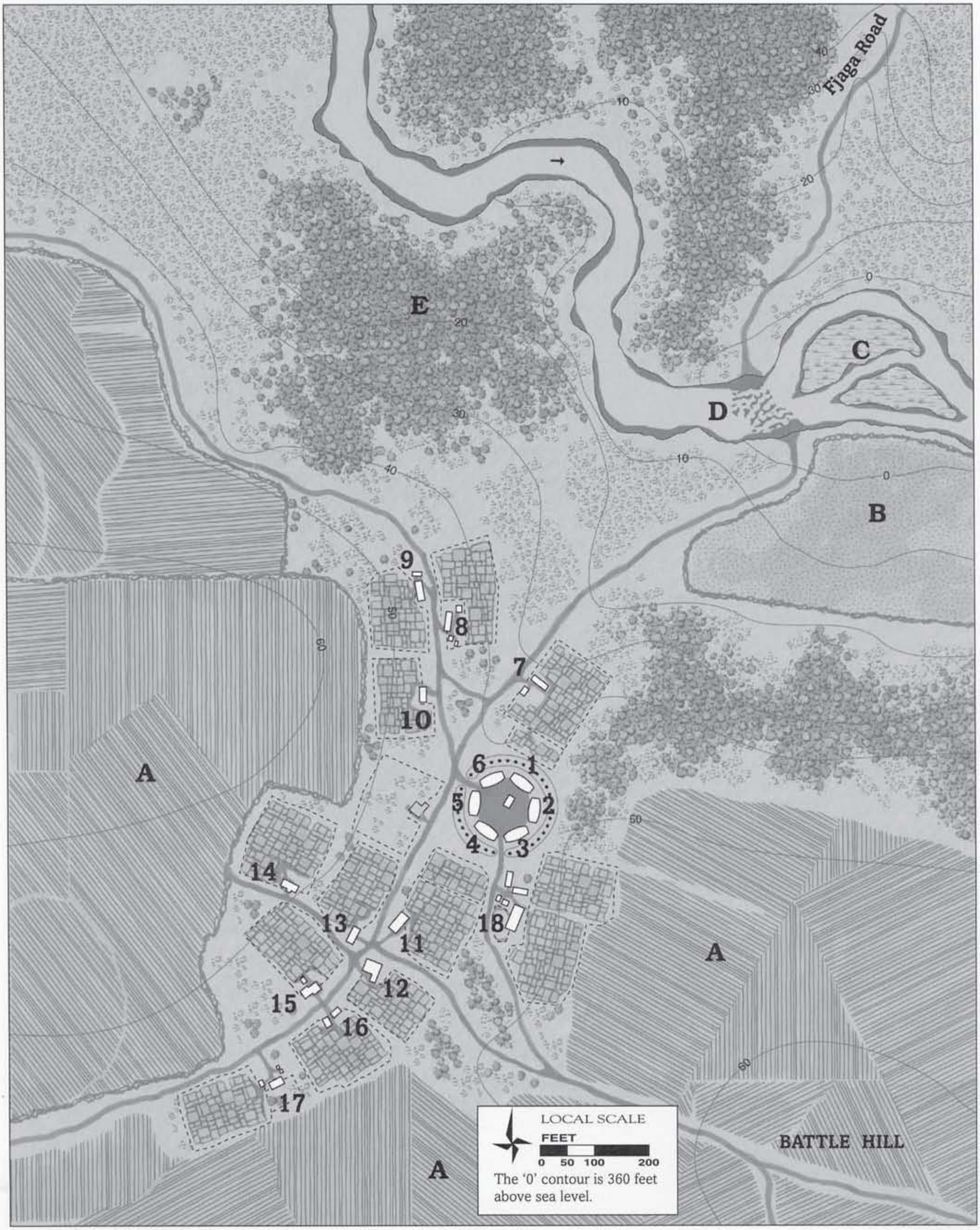
The Legend of Brilwyn

The Jarin tell of man named Brilwyn who, wanting to avoid paying the toll at Ture Ford, attempted to cross at a shallow area several hundred yards upstream. He drowned there when he sunk into mud of the river bottom.

Several villagers claim to have seen the ghost of Brilwyn when near the river. He appears as a young man, glowing radiantly who hovers over the water waving his arms and chanting warning.

Brilwyn's appears to scare people away from attempting a treacherous crossing. Brilwyn was peonian in life but was impious and was not guided to Valon at a funeral. He seeks piety and the favor of Peoni and is generally benevolent.

The legend of Brilwyn is generations old. Mothers tell the story to keep children from playing near the river. Sightings of the ghost are rare; no-one who has gone looking has ever seen him.


Fjaga Road
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BATTLE HILL
LOCAL SCALE
FEET
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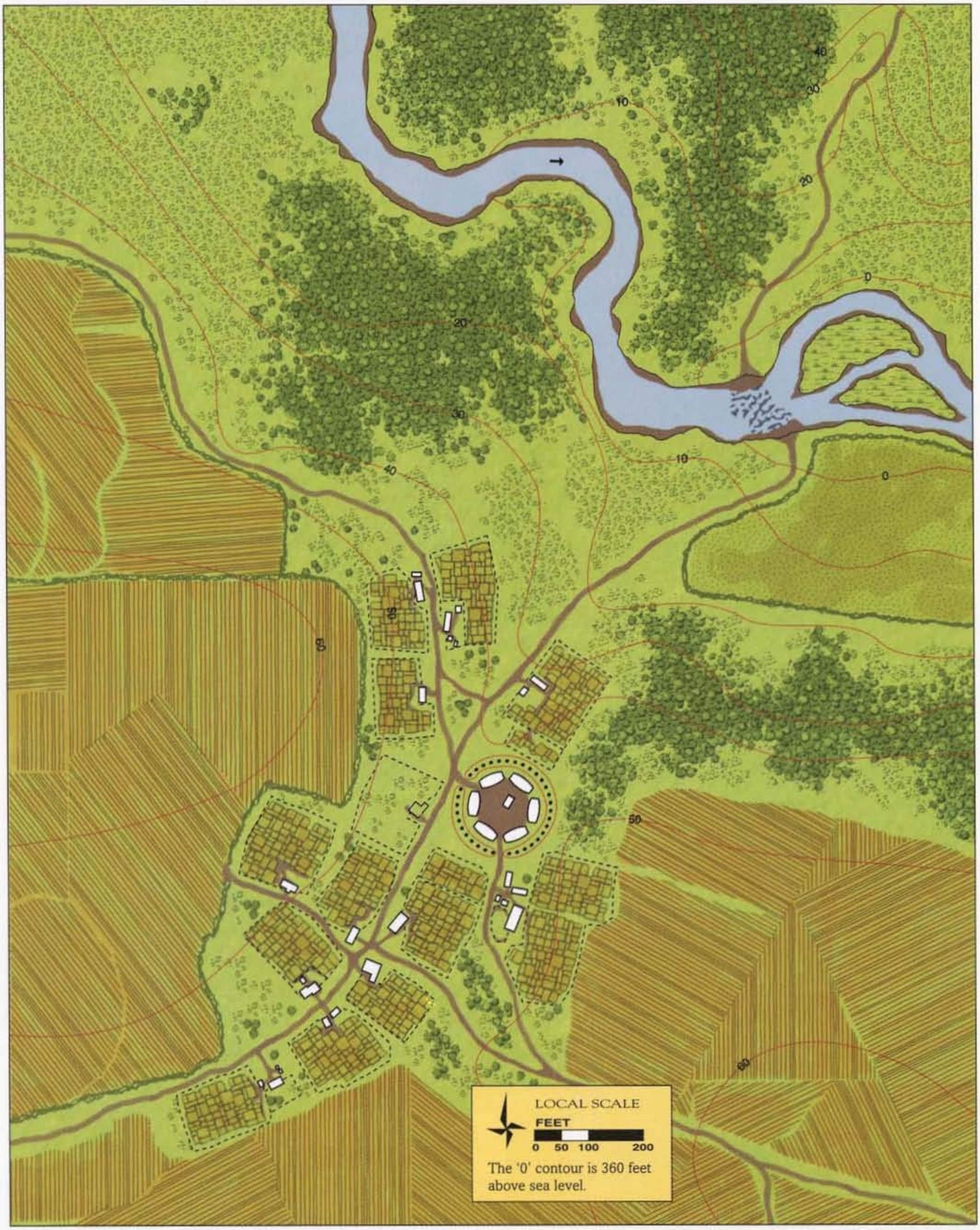
The '0' contour is 360 feet above sea level.

PLAYER MAP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LOCAL SCALE
FEET
0 50 100 200
The '0' contour is 360 feet above sea level.

FIEF: **HOUSEHOLDS:**

HOLDER: **REALM:** **YEAR:**

GENERAL DATA

TOPOGRAPHY:

Gross Acres	
– Woods Acres	
= Cleared Acres	
– Tenant Acres	
= Demesne Acres	

Labor Pool	
Labor Obligation	

Land Quality	
Fief Index	
Trade Index	

LORD'S HOUSEHOLD

NAME/OCCUPATION	ML	EACH	#	Total	LOYALTY
			TOTAL		

MANOR BUDGET

	WEATHER INDEX:		ACRES	LABOR	KIND
FIEF BUDGET	1 Woods	Yield			+
	2 Crops	Yield			+
	3 Pasture	Yield			+
	4 Waste				
	5 Total Harvest			=	=
	6 Crop Seed				–
	7 Winter Feed				–
	8 Fief Maintenance				–
	9 Assart				+
	10 Fief Income			=	=
LORD'S BUDGET	11 Demesne Income				+
	12 Tenant Rents & Fees				+
	13 Glebe Revenue				+
	14 Taxes & Tolls				+
	15 Amercements				+
	16 Feudal Income				+
	17 TOTAL INCOME				=
	18 Household				–
	19 Feudal Payments				–
	20 Tithe				–
	21 Labor Hired				–
	22 Political Expenses				–
	23 TOTAL EXPENSES				=
	24 PRIVY PURSE				=

CROPS

CROP	YIELD*	ACRES	LABOR	KIND*
Rye				
Barley				
Oats				
Hay				
Vegetables				
Flax				
Wheat				
Fruit				
TOTALS				

LIVESTOCK

HEAD	YIELD*	ACRES	LABOR	KIND
Oxen:				
Cows:				
Goats:				
Sheep:				
Swine:				
TOTALS				

* Yields are modified by LQ, FI, and WI.

When using the optional detailed rules, replace LABOR and KIND totals in the Manor Budget with the Crop and Livestock totals above.

HârnManor: **Budget Form**

FIEF: **VILLAGE CENSUS FORM**

HOLDER: **REALM:** **YEAR:**

	TENANT HOUSEHOLD Name/Occupation	ML	SIZE	ACRES		LABOR Days	KIND		Notes
				Serf	Free		Rent	Fees	
1									
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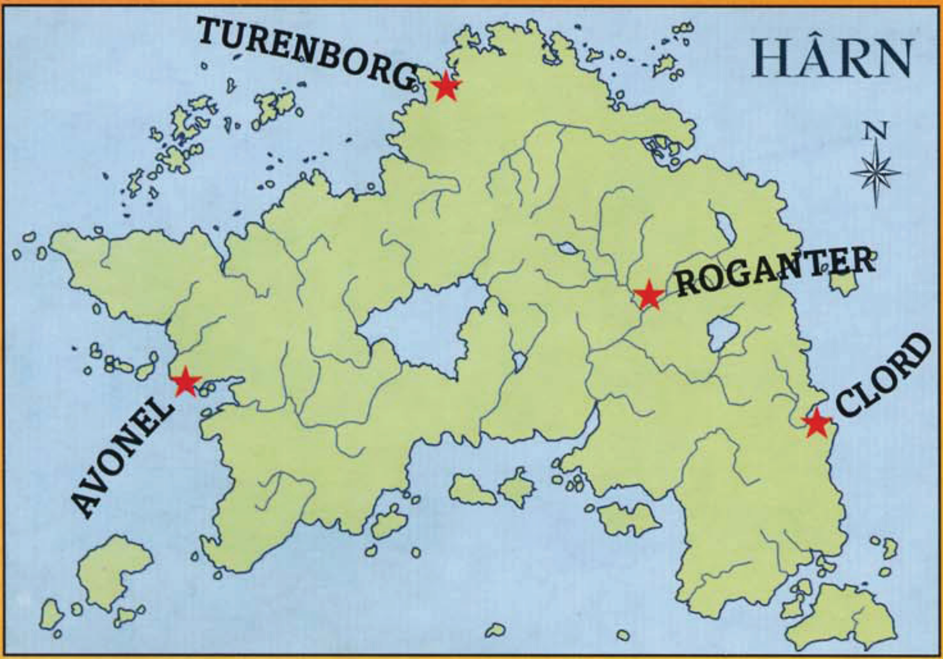
	TOTALS								

HârnManor Village Census

HÂRNMANOR™



MANORS OF HÂRN

•Villages

Rules to generate useful, realistic Hârnic villages, populated with a variety of serfs, freeholders, and craftsmen.

•Household

Rules to populate the lord's household. For most lords a rich household carries prestige and a penny saved is a penny wasted.

•Manor Budget

Rules to operate realistic medieval manors.

•Manors of Hârn

Four manors that illustrate the diverse politics and economics of rural Hârn are included. Each has a color local map, and data on each villager and retainer of the lord's household.

Avonel is a microcosm of the deadly politics of Rethem. The fief is a ward of the Earl of Ithiko and a pawn in his struggle with the Earl of Tormau. The underage Lord of Avonel simmers while a rapacious bailiff steals much of the fief's wealth. Religious strife looms between an Agrikan and Peonian cleric.

Clord is a manor on an island near Thay, recently granted to the Church of Peoni as an abbey and hospice. Most patients are lepers. The local serfs who work Clord's fields and otherwise support the church grow ever more afraid and many have fled the island.

Roganter is a secular manor in Kaldor, held by a knight from the Archbishop of Larani. The nearby woods and hills echo to the sounds of miners and outlaws.

Turenborg is a Jarin village conquered by the Ivinians. It was a hotbed of unrest during the Jarin Rebellion of 701-03 and the wounds of that conflict have yet to heal.

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